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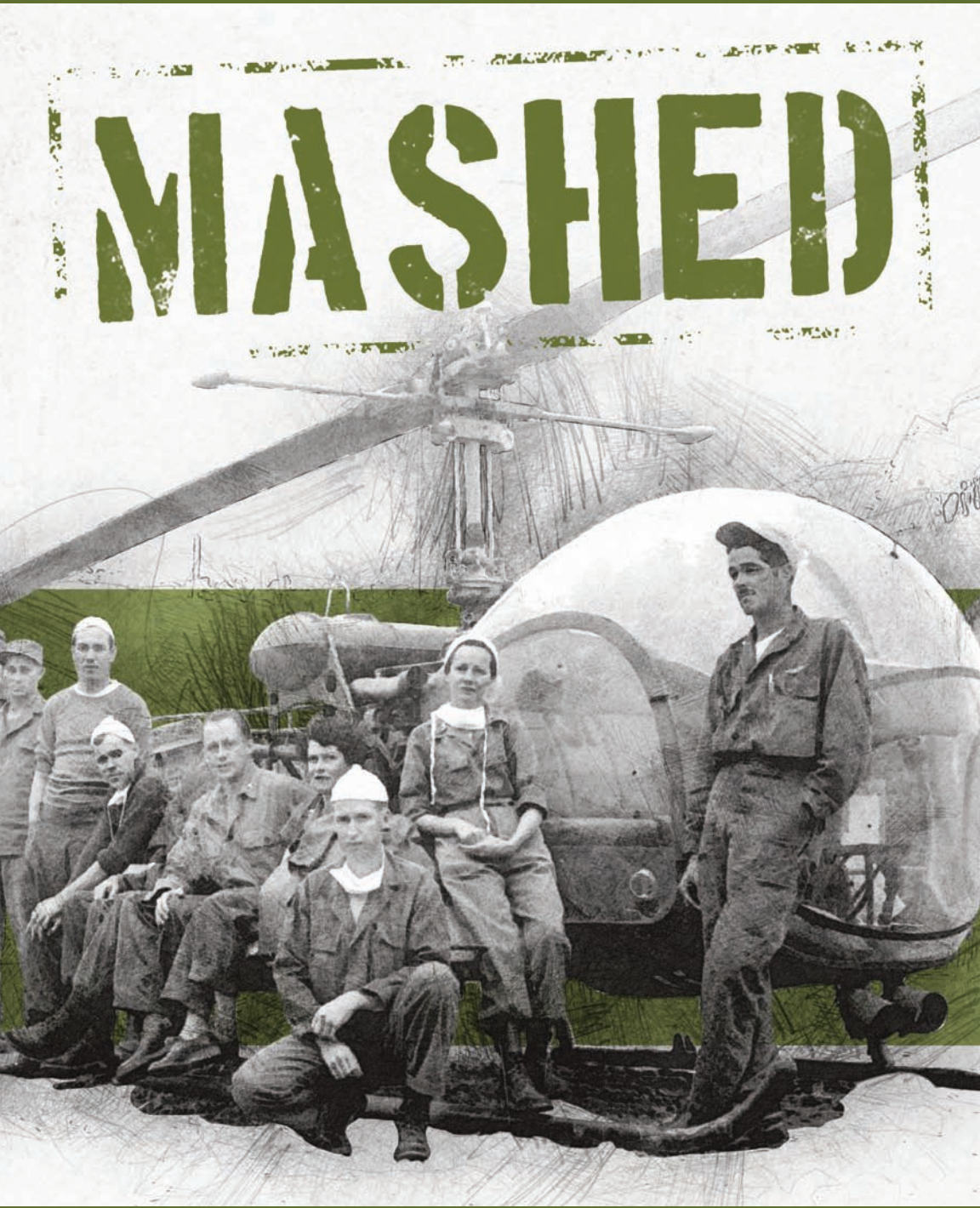
A Role-Playing Game of Army Life in a Korean War MASH

MASHED



by Mark Plemmons

MASHED

KOREAN WAR MEDICS AND MISADVENTURES

A MOBILE ARMY SURGICAL HOSPITAL ROLEPLAYING GAME

By

MARK PLEMMONS

Powered by the Apocalypse

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Further Reading

The core rules of *MASHED* are based on Vincent and Meguey Baker's innovative *Apocalypse World* game and inspired by other *Powered by the Apocalypse* games such as Jason Morningstar's *Night Witches*, John Harper's *Blades in the Dark*, Avery Alder's *Monsterhearts*, Sean Preston's *tremulus*, and Marshall Miller's *The Warren*.

Additional rules and concepts were inspired by historical events and sources. I particularly recommend that you read Otto F. Apel's *MASH: An Army Surgeon in Korea*, as well as W. L. White's timely 1953 work *Back Down the Ridge*, both of which provide engaging, detailed looks at the workings of a MASH unit. For a more personal slant, read Dorothy Horwitz's *We Will Not Be Strangers: Korean War Letters Between a M.A.S.H. Surgeon and His Wife*.

The *MASHED* title comes from the acronym for Mobile Army Surgical Hospital; the game is not based on the *M*A*S*H* media franchise. However, the *M*A*S*H* film and tv series used many of the same sources as this book, making them good starting points for inspiration—along with the 1953 film *Battle Circus*.

If you're interested in reading even more about the real Korean War and the men and women who served in it, see the full bibliography beginning on page 191.

Contents

If you see text in a box like this one, it means that the author considers it to be a core component of the game. It may be a rule, an idea, or general advice.

1: BASIC TRAINING

"If the best minds in the world had set out to find us the worst possible location to fight this damnable war politically and militarily, the unanimous choice would have been Korea." [1]

Where to Begin

If you are new to roleplaying…

…continue reading. By the end, you'll be ready for your first game, and have new insight into the roles of medics in the Korean War.

If you are an experienced player…

…know that this game focuses on story and character interaction over dice rolls and combat—although those are here too.

If you are a veteran of games using "Powered by the Apocalypse" rules …

…then you already know the basics. However, there are some differences from what you're probably used to, so you'll want to keep an eye out for those—and adjust your thinking accordingly.

1. Dean Acheson, US Secretary of State (1949-1953). From *The Coldest Winter: America and the Korean War*. By David Halberstam. Page 1. New York: Hyperion, 2007.

What This Is

MASHED is a game that you play with a group of friends. It's a game that's based more on conversations than on rolling dice—though you'll use those too. Everything that you say crafts an ongoing narrative, like a stage play where everyone's improvising their lines. The rules and dice are there to help this along, adding an element of randomness that lets you succeed in what you want to do—but also ensuring that there will be consequences and complications, especially when you fail. After all, war is hell.

You take on the persona of an Army corpsman, doctor, surgeon, nurse, or affiliated personnel assigned to the 8099th Mobile Army Surgical Hospital in South Korea. It is the early 1950s, during the United Nations' entry into the 'police action' that will later be called the Korean War. It's a game about medics whose government sent them to a foreign land with little to no military training. It's about men and women who spent their working hours cutting, sawing, snipping, and sewing up human bodies—sometimes those of their friends—and were expected to stay sane.

This is a game about the value of human life and the stress that war imposes on those who live through it—but it's also about relationships. And courage. And laughter. And love. Although the medics may spend hours—even days—in the operating tent, the game abstracts these into much shorter scenes, focusing on the most dramatic moments. Most of the game actually occurs outside of surgery, in those times when the flow of casualties has ebbed. Here you may fall in or out of love, fight the orders of incompetent top brass, pull pranks, help local civilians, pick fights, seduce your way through the unit, pull rank, and more.

If you can find ways to blow off the stresses of surgery and war, you might get rotated home with your sanity intact. Just remember that you're practicing medicine in a combat zone—and death isn't confined to the operating tent.

Gameplay

"Keep in mind that you can't take that many well-educated, highly intelligent people and restrict them to live in an area the size of a football field and not expect some very odd and unusual things to happen." [2]

The Conversation

Unlike board or miniatures games, *MASHED* gameplay occurs mostly in your mind (and the minds of the other players). Your agenda is not to 'win' the game—it's to take actions that make it fun and interesting. You're playing to see what happens to you, and what you can be.

Every game of *MASHED* is, at its core, a conversation between you and the other players. Think of it as a stage play or television show where you're one of the lead characters. One player, known as the Commanding Officer (CO), sets each scene by describing the location and the other characters present, and then asks *"What do you do?"* or some variation of that question. You respond by narrating your action (*i.e.,* describing what you do), while the CO says how you affect the location and the characters in that scene. It's the CO's job to determine a scene's framing—where the scene takes place, what characters are in it, when it starts, and when it ends. However, the other players also contribute.

For example, the CO might turn to another player and say something like *"So, what is Captain Munro doing while Captain Ewing and Major Wyatt are trying to sneak into the supply tent?"* That player might respond with *"I'm leaving post-op and going back to my tent so I can have a drink."* The CO can reply by fleshing out that scene, providing some more details on who and what Munro sees on the way back to the tent, or the CO might ask questions about what happened in post-op and why Munro needs a drink, and that player can fill in the

2. Major Harry Edward (Ed) Ziegler, helicopter pilot for MASH 8076. From *MASH: An Army Surgeon in Korea.* By Otto Apel M.D. and Pat Apel. Chapter 4, paragraph 18. Kentucky: University Press of Kentucky, 1998.

blanks. The player might even mention seeing the other two officers being overly nonchalant as they head towards the supply tent, and go to join them.

Feel free to jump ahead in time whenever you want to begin a new scene. If it's not obvious what the next scene might be or where it starts, the CO can continue to ask questions of the other players, like *"What are you doing?"* so that they too can introduce new scenes and situations.

What You Need

To play *MASHED*, you'll need about three to five players, one of whom is going to be the Commanding Officer (CO). You'll also need two six-sided dice (2d6) for each player, though you can share when you need to.

Each player needs one of the printable *MASHED* character playbooks; these are included at the end of this book, and can also be downloaded for free at *www.brabblemark.com* and other online stores that sell the digital edition of this book.

See *Chapter 2: Character Creation* on page 23, and the step-by-step character creation guide in the appendices, to assist in creating your own unique player character (PC). You should also have some pencils and paper on hand for whenever you want to take notes.

You'll Need:

- AT LEAST ONE COPY OF THIS BOOK
- A NUMBER OF CHARACTER PLAYBOOKS (PDF)
- TWO SIX-SIDED DICE (2D6) PER PLAYER
- CHARACTER CREATION FIELD GUIDE (PDF)
- OTHER PLAYSHEETS, FIELD GUIDES, AND REFERENCES (PDF)
- WRITING UTENSILS AND PAPER FOR TAKING NOTES

The Commanding Officer

Basically, the CO is the player in charge of setting each scene and then asking *"What do you do?"* of the other players. When you start a new game, or start a new phase within an ongoing game, give someone else a chance to be the CO. The game provides multiple opportunities to do so; you'll read more about these later. Some players might enjoy this responsibility more than others, but everyone should at least try it once.

The CO crafts locations and threats, and narrates the actions of the secondary non-player characters (NPCs) that the other players will encounter. However, it's not the CO's job to guide the other players through an 'adventure' on a predetermined path. The CO only provides events and threats as starting points, and everyone plays to see what happens. For guidance on being the CO, read *Chapter 5: Being in Command*.

Historical Content

"I fired him because he wouldn't respect the authority of the president. That's the answer to that. I didn't fire him because he was a dumb son of a bitch, although he was, but that's not against the law for generals. If it was, half to three-quarters of them would be in jail." [3]

MASHED is inspired by the stories of the Korean War, but you don't need to be a historian in order to play. Simply use the information in this book, combined with whatever you already know, to create the background of your game. If you accidentally introduce some anachronisms, don't worry about those minor details; ignore them and move on.

A Brief Summary of the Korean War

In the closing days of World War II, Japan surrendered the northern half of the Korea Peninsula to the Soviet Union, and the southern half to the United States—with a latitudinal dividing line at the 38th parallel. The United Nations hoped to reunite the provisional governments of both zones in democratic elections, but the Soviet Union blocked elections in the North and supported the Democratic People's Republic of Korea (DPRK). In the South, the United States supported the newly founded Republic of Korea (ROK). All negotiations failed to reunify the country.

The civil war began formally on June 25, 1950, when 75,000 North Korean soldiers from the Korean People's Army (KPA) crossed the 38th parallel and attacked. Even though their Soviet allies did not supply ground troops (only material, medical supplies, and pilots and aircraft), the North still possessed numerically superior forces.

This allowed the KPA to move quickly into South Korea where, by August, they had pushed the ROK armed forces (along with some

3. Harry S. Truman, President of the United States (1945–1953), speaking about General Douglas MacArthur. From *Plain Speaking: An Oral Biography of Harry S. Truman*. By Merle Miller. New York: Berkley Books, 1974.

North Korean Invasion
June 25 – September 14, 1950

UN Counteroffensive
September 15 – November 24, 1950

Chinese Offensive
November 25, 1950 – January 12, 1951

Attacks and Counterattacks
January 13, 1951 – July 27, 1953

small US Eighth Army units flown in from Japan) into the south-eastern tip of the peninsula—an area soon to be known as the Pusan Perimeter.

Yet, by the end of September, UN reinforcements—led by US General Douglas MacArthur and composed of troops from 15 allied nations—managed to cut off the KPA's supply lines and advance north.

Rather than stop at the 38th parallel, MacArthur continued north, pressing his advantage all the way to the Yalu River border between North Korea and the People's Republic of China. Although China had warned the world that they would intervene if approached, MacArthur had assured President Truman that this was a bluff. It was not. China entered the war, quickly sending the Chinese People's Volunteer Army (PVA) to support the KPA. Within a month, UN forces had been pushed back to the 38th parallel.

The first year of the war (June 1950 – June 1951) was the busiest and most stressful time for Army medics. It emphasized the 'Mobile' in Mobile Army Surgical Hospital, with the typical MASH relocating to a new site at least every three weeks. The flow of wounded was also at its highest, with a MASH receiving as many as 21,000 casualties—an average of nearly 60 casualties per day.

The next two years (July 1951 – July 1953) were marked by many skirmishes and battles over countless mountain peaks and ridges, as the two opposing forces pushed back and forth over the 38th parallel. Truce talks sometimes diminished the fighting, but the flow of casualties would then resume when the negotiations ultimately broke down. These were relatively calmer times, though no less tragic for the men and women living through them.

Finally, after two particularly bloody months, the negotiators signed an armistice agreement. On July 27, 1953, the Korean War was over. Yet, the fighting only moved from the battlefield to the negotiating table. The two sides remain hostile and as divided as ever, even decades later. On the diplomatic field, the war continues.

Mature Content

"Marijuana grew wild along the roadside. The old men in the villages smoked it incessantly. So did some of my people; I smelled it at night when the air was still." [4]

Although *MASHED* is set during the Korean War, it isn't a game where you 'play war' in the traditional sense. Rules for combat, weapons, and military vehicles are all provided should they become revelant at some point in the game, but they aren't the focus. Instead, *MASHED* is a game that deals with stories of human interaction, be they comedic, tragic, or somewhere in-between.

When you play, you explore what it means to be serving in a war thousands of miles away from home, forced to live and work with strangers who may become your friends, lovers, or enemies. Be willing to be surprised about who your characters become, and what roles they embrace over the course of the game.

Problems of gender, race, and sex certainly aren't limited to peacetime. Soldiers and medics of all countries deal with these issues in their personal lives whether they serve abroad or at home. Try to explore this content fairly, honestly, and openly, and it can add exciting new dimensions to your game.

To make your stories more interesting and real, introduce content that you might encounter in the real world, even if it's outside your normal comfort zone.

Consider introducing:

- **GENDER CONTENT**
- **QUEER CONTENT**
- **RACIAL CONTENT**

4. Lt. Col. Charles M. Bussey (Ret.) From *Firefight at Yechon: Courage and Racism in the Korean War.* By Charles M. Bussey. Page 112. New York: Macmillan Publishing, 1991.

Gender Content

"The medics brought me out of the hills, put me in a pre-op room. And then this girl–this nurse–took over. Bathed me. Got the anesthetic ready. She looked deader than I did. On her feet for two days, two nights. I was gonna tell her she should have been on the stretcher instead of me. But I conked out." [5]

Although service in the Far East Theater was not without risk, many nurses volunteered to serve in the Army Nurse Corps. If you want to play as a nurse (an Angel), you can easily start as a commissioned lieutenant; only one player may be the head nurse, who would probably be a captain or major.

If you want to play a female doctor (Doc) or surgeon (Cutter), your options are historically limited. In August 1950, two months after the start of the Korean War, Congress passed an Army-Air Force female physicians bill, making women eligible for the same clinical practice and advancement opportunities (including pay and retirement benefits) as men. However, these women were in the Reserve, not regular Army or Air Force, and were assigned to roles where they would not be treating or commanding men in the combat theater. Furthermore, unlike their male counterparts, women were not accepted into the military if they had under-age dependents.

Fortunately, *MASHED* is a work of historical fiction, so if you want to play a Cutter or Doc, you can. Perhaps she distinguished herself in a battlefield action and convinced the rear echelons to assign her to a MASH unit. Alternatively, she might be part of a unit from another country, assigned to help out your MASH. If so, she probably comes from the Norwegian Mobile Army Surgical Hospital (NORMASH), or a unit from Denmark, India, Italy, or Sweden, all of whom provided medical support during the war.

5. Unnamed Marine. From *A Defense Weapon Known to be of Value: Servicewomen of the Korean War Era*. By Linda Witt, Judith Bellafaire, and Mary Jo Binker. Page 193. Lebanon: University Press of New England, 2005.

Queer Content

"I had a ton of fun during the Korean War. There were 10-15 gay soldiers on the base. As long as we weren't seen doing anything, they couldn't discharge us. So we all rented a hotel room once a month, plastered the wall with Playbills from A Streetcar Named Desire*, and had lots of sex."* [6]

The 1951 Uniform Code of Military Justice defined homosexuality under "unnatural carnal copulation with another person of the same or opposite sex." This phrase classified both oral and anal sex as 'sodomy,' deeming it an offense punishable by court-martial. In reality, how strongly the code was enforced—and whether cases were even prosecuted—depended on the situation and the persons involved. The offenders had to be caught in the act and witnesses had to be willing to testify at trial. Under combat conditions, however, a sense of camaraderie and shared intimacy develops that is not present in civilian life. Even the actions of blatantly queer personnel might be shrugged off with a 'live and let live' attitude.

This is not to say that witch-hunts didn't happen. If the offenders were not well regarded in other respects, or ran across an intolerant officer, they might be subject to continuous surveillance, humiliation, threats, and interrogation (often by Section Eight discharge boards or intelligence officers), followed by court-martial, forfeiture of rank and pay, and a maximum sentence of 30 years at hard labor.

Whether you decide to play as a queer character or not, you might encounter them as you play the game. At times, you might even find your character the target of a seduction roll. If this occurs, you don't get to ignore that move by claiming that your character is exclusively heterosexual. The move result determines whether someone incites a potentially arousing response, but you are fully in charge of your character. You decide how you want to react.

6. Unnamed veteran. From Humans of New York. May 30, 2015. In Facebook [Timeline Photos].

Racial Content: Black Soldiers in a White Army

"When people were getting killed and shot up and everything, we all got to stick together. ... The (South) Koreans would look at my face and ... look at a white guy's face and say 'Y'all no same-ah same-ah.' And I'd say yeah we are, we're all 3rd Division, 58th Artillery." [7]

In 1948, President Truman issued Executive Order 9981, officially abolishing racial discrimination in the United States Armed Forces. However, integration of the 'colored' units in Korea wasn't fully accomplished until 1952. Thus, some of the African American soldiers and medics you encounter may still come from segregated all-black units. Even the Chinese Army singles out captured African Americans for special propaganda, reminding them that they are fighting for a segregated nation back home.

In regards to nurses, it is historical fact that many African American WAC officers and enlisted female reservists returned voluntarily to active duty, serving with great merit.

Despite the long-held view that no black physicians served during the Korean War—a position disproven by Alvin V. Blount Jr. (once chief of surgery for MASH 8225) and Captain Miles of the 8055th—they did in fact serve in the Army, albeit in small numbers.

If you want to take on the role of an African American medic, you'll be serving in an integrated MASH unit, free from the constraints of a segregated environment. Of course, you may still encounter NPCs who prefer segregation or who disrespect your position in some other way. You decide how you want to react to these backwards ideas, and how prevalent you want this to be in your game.

7. Nathaniel Brunson (rank unknown), US Army. From "Integrated Under Fire." By Wes Allison. Page 26. *St. Petersburg Times* (St. Petersburg, FL), July 21, 2003.

Racial Content: the Far East

"I have some vivid memories of Korea and many of them I wish I could forget. There is the memory of the old Korean who stumbled unloading a crate from a C-54 in Pusan, and the little pipsqueak of a GI private who seized him by the faded coat lapels and shouted in his face: "You sonofabitch – if you do that again I'll punch you in the nose!" There is the memory of the wretched young man with his feet half eaten away, dying of gangrene and refused medical assistance by a succession of MOs because he was a Korean and didn't count." [8]

Whether they were widespread or not, racial incidents against Asians (whether friendly South Koreans and Japanese, or the enemy North Korean and Chinese troops) certainly did happen. Even loyal Asian American soldiers and medics might be unfairly viewed with suspicion, regardless of their rank and authority.

Players should be prepared to encounter a variety of low- and high-ranking NPCs with racist views. How your characters react—and the consequences of those reactions—will surely become an important part of the game.

If you want to play as an Asian American, history records that substantial numbers served the Army in both combat and medical roles during the Korean War. There appears to be no evidence for any South Korean medics being seconded to a MASH unit, but there's nothing stopping you from creating a Korean Augmentation to the US Army (KATUSA) who is a medic instead of a soldier or civilian. The most likely scenario may be that it was a temporary assignment—as a medic and translator who assists with wounded Koreans—that turned into something long-term.

8. Pierre Berton, war correspondent for Maclean's. From *Orienting Canada: Race, Empire, and the Transpacific.* By John Price. Page 266. Vancouver: UBC Press, 2011.

Dealing With Mature Content

"Every one [Korean] had a belly full of worms, and as you opened it, they would start crawling out. They would be better than a foot long and would move slowly, rather like angle-worms in sidewalk puddles after a heavy rain. Within the first ten minutes of the operation, you would have found seven or eight. As they crawl out, all you do is pick them up, drop them in a pail and go on." [9]

Although *MASHED* is a work of historical fiction, it touches on the lives of real people who suffered, bled, and gave their lives for their causes. It creates stories about desperation, traumatic stress, disobeying authority, body horror, propaganda, sex, the nature of bravery and cowardice, and even suicide. Any player may be affected by the game's mature content. If your group includes someone who's served in the military, or a military family member, you may even find that gameplay provokes different responses in them than it does in other players.

For a brief guide to dealing with problematic issues, player boundaries, and vulnerabilities in *Powered by the Apocalypse* games, it would be difficult—if not impossible—to find something better than Avery Alder's *Safe Hearts*, a player guide she wrote for her own *Monsterhearts*. Portions of *Safe Hearts* (Setting Boundaries, Breathing, Recovering, and Reasons to Play) have been slightly edited and abbreviated, and appear below with her permission.

Setting Boundaries

It can be helpful to talk about boundaries upfront, before starting the first scene of the game. If there are story elements that you find particularly triggering or upsetting, and you still want to take part, let your group know where your boundaries are in terms of those issues, so all of you can make a choice about whether everyone is prepared to play the game while supporting those boundaries.

9. W.L. White. *Back Down the Ridge.* Page 95. New York: Harcourt, Brace and Company, 1953.

Boundaries let your fellow players know what story elements you don't want to approach, but it can be really helpful to state the inverse as well: what types of problematic content you're specifically interested in exploring through play. If you're playing a queer officer in a MASH compound, it can be helpful to specifically state things like: *"My character would probably face a lot of ostracism and abuse for being homosexual. I'm interested in exploring his reaction to that kind of treatment. You're all invited to push those buttons pretty hard."*

Since *MASHED* is a game that thrives on interspersing trauma with gallows humor, it can sometimes be tricky to know where to draw your lines. In this context, there's good discomfort and bad discomfort. Part of the allure of *MASHED* is stumbling through that good discomfort—like one does with a well-crafted war movie. But in order to do that, it becomes important to sort out which feelings of discomfort are exciting to explore, and which leave you feeling unsafe. It's up to you to determine how much discomfort you want to feel, and where your boundaries lie. You may find that boundaries shift during play. What began as an exciting and provocative topic might turn into an unsettling and undesired topic. Good discomfort can become bad discomfort. The inverse is true, too—what initially seemed scary or undesirable may become interesting and safe to explore. If that happens, it may be time to express some new boundaries or request a new approach.

Breathing

When you play, take breaks. Between scenes, give people thirty seconds to crack jokes and release some of their emotional tension. Throughout the session, at least once or twice, call for a break where people actually get up and leave the table. Breaks give you room to breathe, to reflect upon how the game made you feel, and to think more about the boundaries that you've expressed. If you are unsatisfied with the direction of the story, breaks let you decide upon an approach or response—do you talk about it with the other players, play your character differently, or excuse yourself from the game? Maybe you realize that you need to say, *"Hey folks, that scene was really emotional for me, but I'm glad it happened the way it did."* Take breaks, remember to breathe, and remember to reflect.

Recovering

Your safety comes first. Make sure you feel safe and are remedying any feelings of hurt, and then move outward to take care of your fellow players. Maybe you can't do more than take care of yourself in that moment. That's okay. Move outward as you are able.

Remember that you can ask people to pause. If you don't, people might keep rolling forward while you remain stuck trying to sort out your feelings. Sometimes it'll be unclear what you need from a situation. Your needs are valid even if you don't yet know what they are, and asking people to pause momentarily can help you get more clarity. If you see others looking distressed, you can check in with them, or ask to pull something from the fiction on their behalf.

There are lots of strategies for recovering a story when it crosses someone's boundaries, each tailored to a different set of needs. You can take a break and return after you've had a moment to digest the turn of events. You can keep something in the story but fade to black and move on to another scene. You can remove an element and introduce a replacement instead. You can stop the game and have a bigger conversation about goals and boundaries. You can brainstorm additional solutions. Sometimes it will be obvious what is needed, sometimes it'll take more discussion to figure it out.

Reasons to Play

There are a lot of reasons to explore problematic content in play. Most of them are situated at the table—telling stories about this stuff is engaging, rewarding, and exciting. But there's another reason, one that can take a little longer to hit home. When we play a game like this, we have the opportunity to live through some new experiences second-hand. We see a glimpse of what it might be like to inhabit someone else's skin. It's a fiction, yes, but the more vulnerable and sincere we are when we play, the greater the likelihood that this fiction contains truth. We can better understand and challenge problematic ideas by playing through them.

Terminology

"Let's get organized and find out what we're shooting at." [10]

MASHED includes rules and structure as part of the game. Terms are summarized briefly here, and expanded upon throughout the following chapters. When you see a capitalized term in this section, it's referring to another term that also appears in this section. Don't feel like you have to memorize or fully understand these terms now; they will become clearer as you read more.

Moves

While the conversation between players covers most situations, some actions require specific rules known as moves. There are basic moves, medical moves, and special moves only available to certain Playbooks and Roles. You start with all basic moves, one Playbook move that you choose, and your unique Role move. Your proficiency with medical moves depends on your Playbook.

When you make a move, you roll two six-sided dice (2d6) and add whatever character Stat the move requires. The total result determines whether you succeed (10+), succeed but with consequences (7-9), or miss (6–; things get worse); it informs the CO's response and what happens next.

Basic Moves include: Clobber, Eyeball, Help/Hinder, Influence, Maneuver, Pierce, Push Your Luck, Relax, and Scrounge.

Medical Moves include: Assist, Diagnose (Dx), Prescribe (Rx), and Treat (Tx).

Hold

When a Move tells you to 'hold' one or more, it's giving you one or more Move-related actions you can use later without having to roll the dice again. The Move explains what actions are possible.

10. Colonel John "Mike" Michaelis. *War in Korea: The Report of a Woman Combat Correspondent.* By Maurgerite Higgins. Chapter 8, paragraph 65. New York: Doubleday, 1951.

Take Forward

When a Move tells you to take a number forward (like –1 forward or +1 forward), you apply that number to your next Move roll.

Take Ongoing

When a Move tells you to take a number ongoing (like –1 ongoing or +1 ongoing), it means that you apply that number to all future Move rolls until the reason for that modifier no longer applies.

Trigger

Some medical Moves 'trigger' other Moves. For instance, a problem caused by a surgeon's Treat (Tx) Move may be alleviated by another character's Assist Move or Prescribe (Rx) Move.

Playbooks

Every player chooses a playbook—a foldable printout that represents a particular character type. You use your playbook to record and track your character's background, Stats, Stress, Harm, and so on. Each playbook provides its own special Moves.

Playbooks include: Angel (nurse), Corpsman (corpsman), Cowboy (pilot or mechanic), Cutter (surgeon), Doc (physician), Grunt (administrative or infantry), and Padre (chaplain).

Roles

Every player chooses a role. Each role represents your dominant personality trait, and provides a unique Move not available elsewhere. When you reach maximum Stress, you can change your role to reduce this Stress; if you do, you also change your role Move.

Roles include: Bully, Casanova, Clown, Gray, Misanthrope, Operator, Sky Pilot, and Stickler.

You can also create new roles for your game.

Rank

Your rank is your position in the Army hierarchy. Your starting rank provides two point spread options, each containing four numbers (such as *+2, 0, 0, 0 [or] +2, +1, 0, –1*); choose one of the two spreads and apply the numbers to your four Stats in any order. Higher ranks get a bonus to the Influence Move when pulling rank.

Army ranks include: Private, Corporal, Sergeant, Warrant Officer, Lieutenant, Captain, Major, Colonel, and General. Some ranks have junior and senior levels, such as second lieutenant and first lieutenant. Other ranks may have more, or fewer, levels.

Stats

Each Playbook has four primary stats (statistics) that represent your innate abilities. Your military Rank provides a choice of what stat points you start with; you can improve these stats through play. Stats have a maximum range of –3 to +3, unless a Move specifically notes an exception.

Stats include: Luck, Nerve, Skill, and Tough.

History (Hx)

This is a secondary Stat that represents your relationships with other characters. Hx can range from –3 to +3, and you may have (for example) +1 with one character and –2 with another. Your starting Hx is mostly defined by your Role, but Hx may increase or decrease through play. You can use the Help/Hinder Move to aid or interfere with the other players with whom you already have Hx.

Stress

This is a secondary Stat that represents how your mind has been affected by the war. Stress starts at 0, but it can increase (and decrease) through play. Stress has a maximum value of 6. If your Stress reaches 6, you can do one of three things: change your Role (and remove 3-stress or two Conditions), take the shaken Condition and a –1 to your highest Stat, or play out a mental breakdown.

Harm

This secondary Stat represents any physical injuries you suffer. Harm starts at 0, but can increase (and decrease) through play. It has a maximum value of 6. If your Harm reaches 6, your character is dead. How long it takes a character to fully recover is not a defined length of time, but depends on how you want to handle it in your game.

Conditions

These character tags describe how stressed you are, how you feel, or what kind of reputation you have. When you take or give a condition, you get to pick what it is. Conditions can be gained or removed by moves and through the fiction of your conversation.

Phases

MASHED divides the war into seven distinct phases. For instance, Phase 01: Invasion covers June 25, 1950 – April 21, 1951. Which phase you start with, and how fast you complete it, is entirely up to you and your group. The end of a phase also means that you can Advance your character.

Bug Out

A bug out occurs when your MASH unit moves camp within, or at the end of, a Phase. When you bug out, you may: Advance, change your Role, heal Harm, and change the CO.

Advance

When the rules tell you to advance, you can do one of four things: take a new Move from your Playbook, increase a Stat by +1, increase in Rank, or take your character out of the game.

Stock

Units of medical equipment, blood, and drugs are abstractly represented as 1-stock. Stock may be required to make certain Moves, and must be replenished through your actions in the fiction.

NPCs

An NPC is a non-player character. The NPCs don't have Playbooks or Moves; they are part of the setting and act as the CO desires.

2: CHARACTER CREATION

"The jeep jerked to a halt and I hopped out. Dust covered me from head to foot. A Korean boy about sixteen stood by the tent like a statue and waited. When I looked around, he came my way. 'Hi, Lieutenant,' he said. 'You the new guy?'" [11]

The first session of gameplay is character creation, where everyone gathers around a table and cooperatively creates their own unique characters. Be sure that you have enough playbooks and character creation field guides for every player.

Basic Character Creation

1 | Choose a Playbook
2 | Adopt your Role
3 | Select your Rank
4 | Assign your Stats
5 | Describe your Character
6 | Define your History (Hx)
7 | Complete your Playbook

The CO need not use a playbook, but should create a name, rank, and personality for the camp's commanding officer. This character remains in the background, administering the running of the camp until needed. For more information about being the CO, see *Chapter 5: Being in Command.*

11. Otto Apel, surgeon, MASH 8076. From *MASH: An Army Surgeon in Korea.* By Otto Apel M.D. and Pat Apel. Chapter 2, paragraph 32. Kentucky: University Press of Kentucky, 1998.

1 | Choose a Playbook

Starting with the player to the CO's left, go around the table clockwise, with each player picking one of the available playbooks. Playbooks include the: Angel, Corpsman, Cowboy, Cutter, Doc, Grunt, and Padre. Depending on the intended tone of the game, the CO may provide more of some playbooks than others. The CO will be the Chief Medic (see page 97), and may choose a playbook for this character or treat it as an NPC.

Your playbook remains the same throughout the game. You start by choosing one move from your playbook (you cannot select "CHOOSE A MOVE FROM ANOTHER PLAYBOOK" as your first move). You may gain a new move each time you advance.

2 | Adopt your Role

Starting with the last player to take a playbook, go back around the table counterclockwise. Each player states which one of the eight roles he or she wants to start with. As a general rule of thumb, no two players should start the game in the same role. However, roles can change over the course of the game, so you might eventually have multiple characters in the same role.

Your role indicates the position you tend to occupy in your group dynamic, and provides you with a unique move that other roles don't get. Roles include: Bully, Casanova, Clown, Gray, Misanthrope, Operator, Sky Pilot, and Stickler. Your role also affects your starting History with other players (see page 42).

3 | Select your Rank

You start the game as an Army private, corporal, sergeant, warrant officer, lieutenant, captain, or major. Corpsmen and Grunts are enlisted personnel (sergeants or lower), while Angels, Cutters, Docs, and the Padre are officers (lieutenant or higher). Cowboys are warrant officers or enlisted. Your rank determines your starting stat points, as well as your responsibilities and monthly pay. You can read more about rank starting on page 46.

4 | Assign your Stats

After you choose one of the two available point spreads from your rank, assign the points to your four main statistics (Luck, Nerve, Skill, and Tough). You can assign points in any order. Unless otherwise noted by a special rule (such as a playbook move), all stats are limited to a maximum of –3/+3. See page 54 for additional details.

5 | Describe your Character

Use the Personal Data and Description sections of your playbook to build a mental image of who you're playing. Think about your character's backstory, where you come from, and what dependents or obligations you might have. Consider any personal possessions—and secrets—you brought with you.

6 | Define your History (Hx)

Starting with the player to the CO's left, go around the table clockwise, with each player introducing his or her character. State your name and rank, describe your physical appearance, and mention any obvious personality traits. Write the other characters' names in the History section of your playbook, along with their roles and Hx. You can read more about Hx on page 56.

7 | Complete your Playbook

The Service Data section of your playbook is for your blood type, service number, birth date, and other Army data. 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 about how much information you might need for your game.

Each playbook provides an assortment of moves and statistics so you have a starting point to build and flesh out your character. A playbook is *not* a set of limitations intended to restrict your play.

Playbooks

"He was a gung ho regular Army type whose whole life centered around the military. He was [an] egomaniac and very opinionated. I had several run-ins with him on various infractions of military etiquette. He disliked me because he considered me a short-timer. I had no love for him because he was an ass." [12]

You should have a character playbook and a character creation field guide in hand before the first game. Each playbook provides a template for a particular character type, and the field guide gives step-by-step instructions on filling out that playbook.

The Playbooks

- The Angel: A nurse.
- The Corpsman: A medical orderly, specialist, or technician.
- The Cowboy: A specialist in aviation or mechanical repair.
- The Cutter: A surgeon.
- The Doc: A physician treating illnesses or mental traumas.
- The Grunt: An enlisted soldier without medical training.
- The Padre: An ordained Army chaplain.

No two playbooks will be exactly the same. For instance, your Cutter will be different than your friend's Cutter. You'll probably have different ranks and abilities, and will certainly have different backgrounds, personalities, physical appearances, and so on.

12. Lieutenant John Oscar Bode, "C" company, 1st Battalion, 65th Infantry Regiment, 3rd Infantry Division, US Army. From "Christmas 1953 in Korea." By John Oscar Bode. Paragraph 11. Web blog post. Memories. Family Search, February 19, 2014.

Playbook Moves

Playbooks include a number of moves that are typical of that character type; you choose one playbook move to start, and may gain more through advancement (see page 64). When you take any named move, check it off; you cannot take the same move twice.

You also have the option to select a move from another playbook. However, the starting move you choose must come from your playbook; you cannot take the "CHOOSE A MOVE FROM ANOTHER PLAYBOOK" move until you advance.

Cowboys, Grunts, and Padres also receive unique abilities and related moves appropriate for their positions—which helps compensate for their lack of advanced medical training. They automatically get these during character creation, and no other playbook can take these (Meat Wagon, Pogue, and Assistant Chaplain, respectively), even when choosing a move from another playbook.

Medics and Non-Medics

The seven starting playbooks cover all personnel found in a MASH, each with their own responsibilities and moves. Some are medics (Angel, Corpsman, Cutter, Doc) and some are not (Cowboy, Grunt, Padre), but all work together to keep the unit functioning.

Which playbooks you include depends on what type of fiction you want to explore. For instance, if you expect to focus on operating room events, you'll want at least one Cutter and other medics. The Cowboy and Grunt rarely appear in the OR unless your MASH is really short-staffed, but they work well for supply runs and other interactions outside the hospital tent. The Padre is a versatile non-medic, and can appear in the OR to comfort the medics and provide last rites to the dying.

The Angel

No one sane would volunteer to live in Hell. No one, that is, except the Angel. With a steadfast heart, strong body, and alert mind, she is dedicated to the struggle of life over death. She triumphs over harsh surroundings, long hours, ill-fitting men's clothing, and other deprivations. She is the iron fist in the surgical glove.

Angels are surgical nurses, nurse-anesthetists, and general duty nurses. Use your moves to manage patients, other medics, and the Army bureaucracy, keeping everyone in line when they start to get out of hand—as they surely will.

Warning: The Army of the 1950s is very much a man's world. If you want to play an Angel, expect to deal with men who believe you are the weaker, less intelligent sex, and who may admire you for your body but not your mind. This will not always be the case, but it is the norm. If you're not white, it gets worse; add racism to the mix. Expect it, and plan to change some minds.

After three years of training in the Army Nurse Corps (plus any other experience), you know a great deal about providing medical care. You spend 12-hour shifts performing tests and medications; giving vaccines, injections, blood, and fluids; providing CPR and first aid to Treat 1- to 2-harm wounds; keeping inventory of medical supplies; cleaning and sterilizing instruments; keeping and tracking patient records; independently triaging; monitoring the patients' vital signs and injuries before and after surgery; and even scrounging discarded items and improvising them into functional tools. Your duties also include providing emotional support, which can be difficult when you need a level of detachment in order to function.

A surgical nurse in the OR serves in one of two positions: scrub or circulating. Scrub nurses prepare the OR and don mask, cap, gown, and gloves to directly Assist the surgeon. Circulating nurses aid the Cutter and scrub nurse in donning their sterile wear, correctly hand sterile supplies over to the scrub nurse, and track sponges, instruments, and needles used so that none remain in the patient. If short on nurses (such as during a bug out), a Corpsman with the surgical Technician move can fill either position.

A nurse-anesthetist is as qualified to Prescribe anesthesia as a male anesthesiologist during operating room scenes. There may be a gender dispute over qualifications in the civilian world, but in the MASH there is no significant difference.

General duty nurses work mostly in pre-op and post-op, tending to the patients therein.

Young nurses start as commissioned second lieutenants, while more experienced nurses may start as first lieutenants or captains. The chief nurse is usually an older woman with more experience and the rank of major. As an officer, you can give orders to enlisted, but you follow the orders of higher-ranked personnel.

Angel Moves

✚ **Bedside Manner:** Choose one Influence action (manipulate, or 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 a move from another playbook.**

The Corpsman

Whether fresh out of training or a seasoned non-commissioned officer (NCO), each Corpsman is vital to the MASH. Providing basic medical care and maintaining a well-stocked tent of medical supplies seems like a never-ending task, but the Corpsmen do not falter. They are the backbone of the unit.

Corpsmen are privates, corporals, and sergeants with basic medical training. Use your moves to perform your duties and find creative ways to carry out—or work around—the orders of your superiors.

A few weeks of medical training instructed you in basic first aid, and how to handle other routine tasks under the supervision of an Angel, Cutter, or Doc. Any Corpsman can Assist in the OR, Treat 1- or 2-harm wounds, give shots and insert IVs, draw blood, take readings (temperature, pulse, blood pressure), and hand out medicine. However, rank is a factor in what duties are assigned.

Privates serve mostly as medical orderlies who transport and shave patients, make beds, change bed pans, set up equipment, unload supplies, and so on.

Corporals and sergeants are usually technicians. Medical technicians include dental techs, lab techs, opticians (who make eyeglasses), pharmacists (who dispense medications and review physician orders to detect problems), radiology techs (who take X-rays), and surgical techs (who maintain the OR instruments and supplies, and are trained to assist a Cutter with sponging, suturing, suctioning, and holding retractors). If you want to be a corporal or sergeant, you should consider taking Technician as your starting playbook move.

If you'd like to play an enlisted soldier with a non-medical focus, use the Grunt playbook instead.

Corpsman Moves

✚ Anticipator: At the beginning of a session, roll +luck. On a 10+, hold two. On a 7-9, hold one. 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 one and can spend it to have you already be there, but with a consequence—perhaps caught with your pants down, unprepared, or embarrassed in some way.

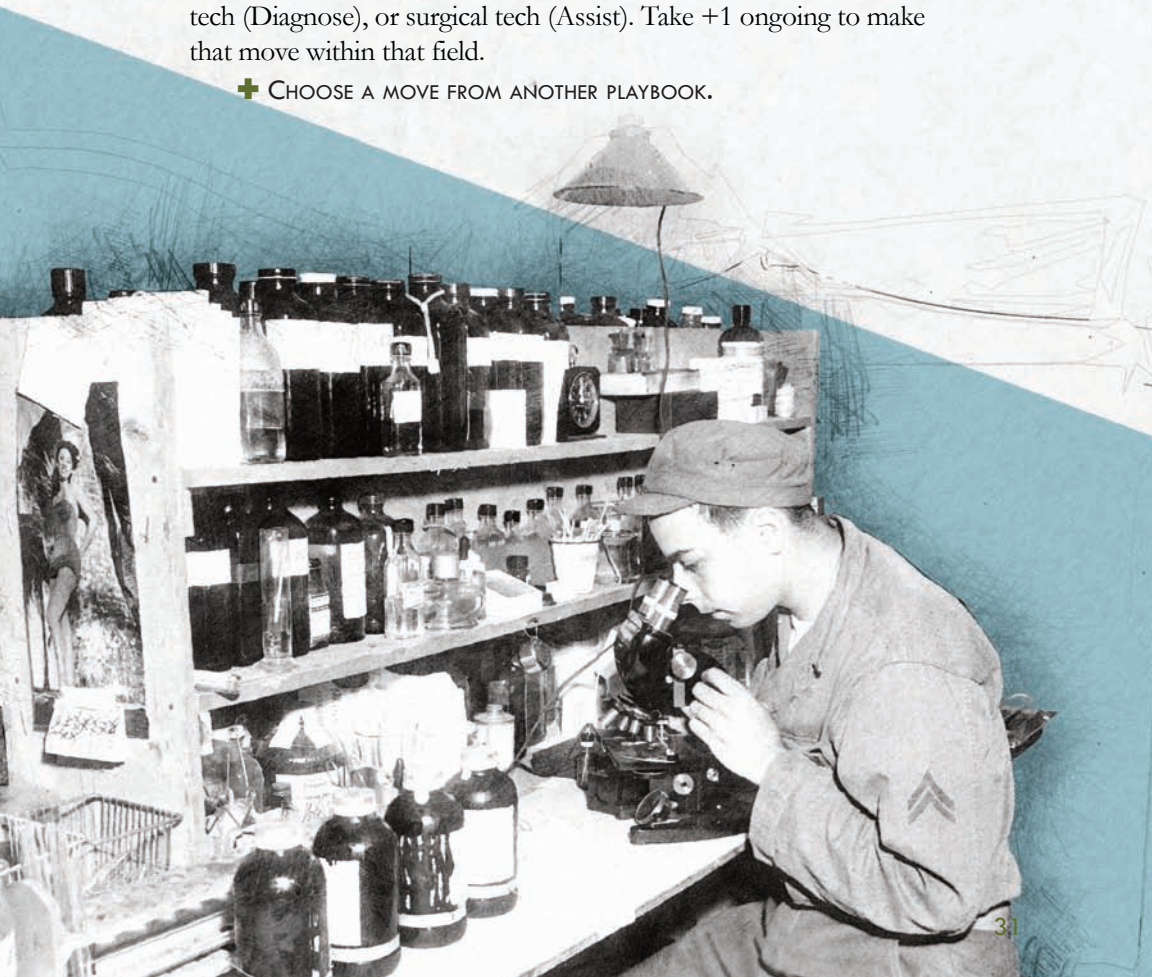
✚ False Flag: Once per phase, lie about acting under orders from a superior, then Push Your Luck and advance.

✚ 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 make that move within that field.

✚ Choose a move from another playbook.



The Cowboy

Blazing trails through the sky and over the ridges, the Cowboy rounds up Army personnel and gets them where they need to go. Whether transporting wounded soldiers under fire or carrying desperately needed supplies, the Cowboy has the guts and the brains to get the job done.

The unit's warrant officers (the helicopter pilots* and the motor pool's chief mechanic/driver) are all Cowboys. Use your moves to transport personnel and emergency supplies, scout new camp locations before a bug out, and even don a mask and gown if you need to help as an orderly in-between medical evacuations.

All warrant officers are Cowboys, but all Cowboys may not be warrant officers. You can create a driver/mechanic Cowboy who is a private, corporal, or sergeant and who works in the motor pool.

Cowboys don't have medical training, and so can't make Diagnose, Prescribe, or most Treat moves beyond basic 1-harm first aid. In a pinch, they can Assist under a medic's direct supervision, but they take –3 ongoing to do so.

Cowboy Moves

✚ Charlie Foxtrot: Once per phase, put yourself in harm's way to help someone, then Push Your Luck and advance.

✚ Dustoff: When you're 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 a move from another playbook.

Special: Meat Wagon

You have access to an Army vehicle that you think of as your own.

✚ Transporter: Choose a jeep, truck, or Bell helicopter as described on pages 113-114. Give it a nickname, and choose one of the following for its starting weakness:

- ✙ Fragile: It breaks down easily and needs frequent repairs.
- ✙ Loud: Everyone can hear you coming and going.
- ✙ Rabbity: It's difficult to keep moving in a straight line.
- ✙ Slowed: You have to leave early to get anywhere on time.

✚ 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 you where you need to go, and you add one weakness. On a miss, either you can't repair it or your quick fix is unreliable in the extreme.

If your vehicle is ever lost or destroyed, you can claim or requisition another; the CO determines when it arrives.

*Although the Bell H-13 helicopter has become synonymous with Korean War MASH units, there were no air ambulances until mid-1951. If you start play in 1950, either restrict the Cowboy playbook or rewrite history so that your unit already has a helicopter detachment. Do what works best for your game.

The Cutter

Scalpel in hand, the Cutter spends long, intense hours wrist-deep in the bodies of wounded soldiers, patching each one up enough to keep him alive before moving on to the next. When it comes to saving lives, the Cutter challenges anyone to stand in the way, whether they be friend, foe, or even Death herself.

Cutters are surgeons. Use your moves to keep your patients alive and to deal with anyone who interferes with your work—or the methods you've developed to keep yourself sane.

Cutters typically incur the most stress of anyone in the unit, and you should feel free to disrupt the camp with your antics whenever you try to Relax. Go big and go bold. The CO decides how much leeway the Chief Medic is willing to give you, but other NPCs—and even other players—may not be so generous. Expect them to push back, and be prepared to react.

Becoming a surgeon took time; you've been through four years of undergraduate school, four years of medical school that taught you how to diagnose illnesses and provide care, and at least three years of surgical residency and fellowship training. Your duties include 12-hour shifts in post-op, and performing surgery at all hours.

If you want to play a young physician still in his or her residency training, then you should start as a first lieutenant. With more experience, you'll be commissioned as a captain or (if you are Regular Army) as a major. As an officer, you can give orders to enlisted personnel, but you follow the orders of higher-ranking officers.

Cutter Moves

✚ 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 back in line, then Push Your Luck and advance.

✚ Reputation: When you meet a flag officer or influential civilian, roll +luck. On a 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: If 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.

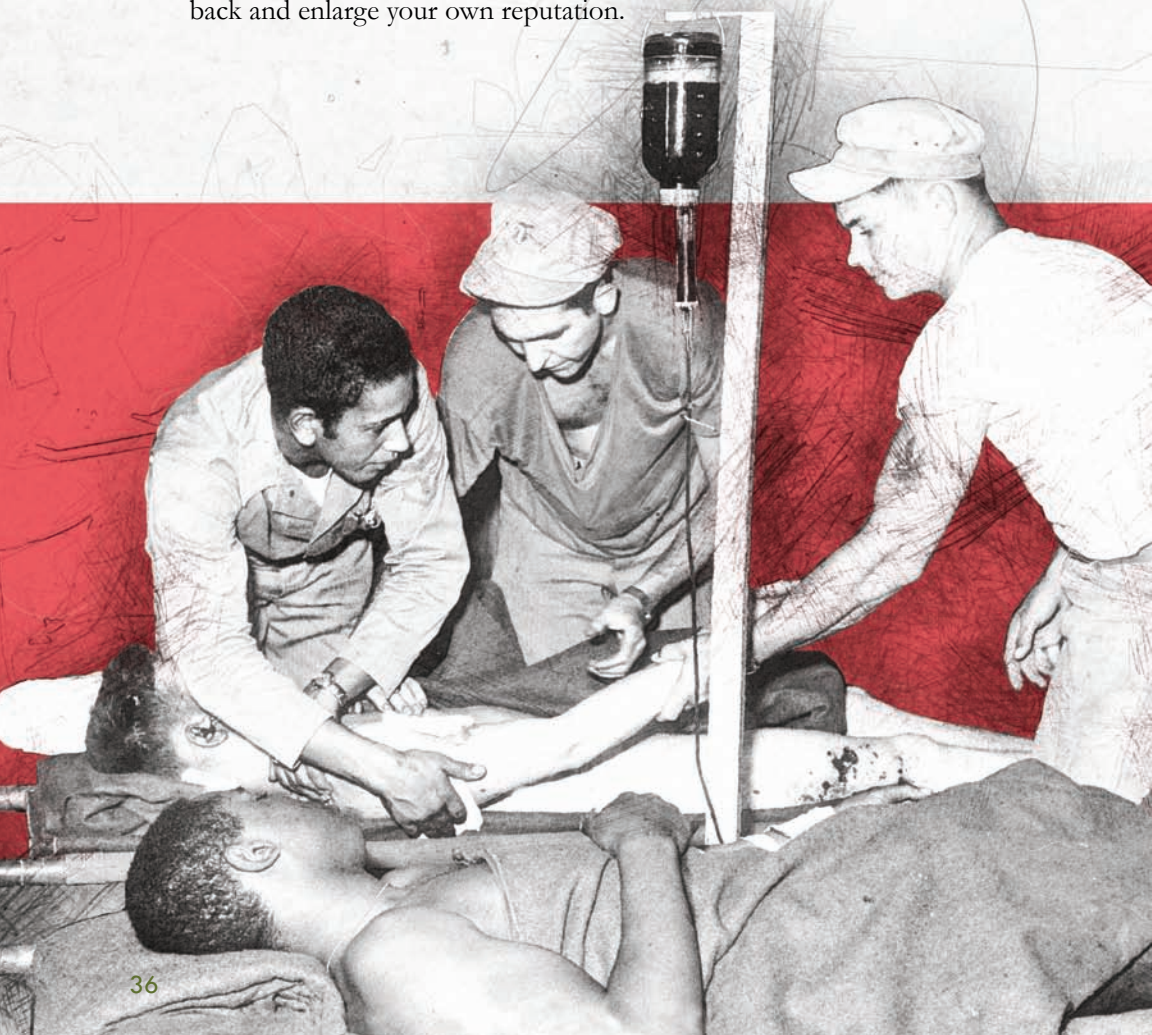
✚ Choose a move from another playbook.

The Doc

This war chews up soldiers and spits them out, but Docs have more to deal with than combat surgery. Non-battle injuries, infectious diseases, and mental traumas are rampant, and can put a soldier or medic down as easily as can a bullet. The job doesn't have the glamour of a Cutter, but when it comes to fighting illness or the status quo, the Doc knows how to hit where it hurts.

Docs are physicians with no surgical training. Use your moves to handle the patients who won't see the inside of an operating tent, and to get the resources you need and respect you deserve.

Warning: In a MASH unit, the Cutters get the most recognition and often take advantage. You may enjoy using your moves to push back and enlarge your own reputation.



After four undergraduate years came four more years of medical school and at least one year of post-doctoral residency training. General-duty Docs learned to: care for non-battle injuries (often from fights, carelessness, or strain), cure diseases (usually dysentery, frostbite, hemorrhagic fever, influenza, malaria, typhus, and VD), medicate patients, spot emotional or mental illnesses, and operate medical equipment. All Docs can Assist in the OR, and can Diagnose, Prescribe, and Treat patients for diseases or light (1- or 2-harm) wounds. A MASH has up to four general-duty Docs.

A MASH often includes a number of specialists, such as: two anesthesiologists (can Prescribe anesthesia), a dentist (can Diagnose and Treat dental casualties), an internist (makes Diagnose and Treat moves for infectious diseases), a psychiatrist (can Diagnose and Treat mental illnesses), and a radiologist (supervises and Diagnoses x-rays for other doctors). If you want to play a specialist, consider the Specialist move as your starting playbook move.

Physicians fresh out of medical school start as first lieutenants. Older Docs with established homefront practices start as captains. Regular Army doctors and World War II veterans may start as captains or majors.

Doc Moves

✚ **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:** On a Diagnose move, 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 make that move in that specialty.

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

✚ **Choose a move from another playbook.**

The Grunt

The soldiers who perform all the heavy work are known as Grunts. In a combat unit, they are infantry, and you'll encounter them mostly as casualties of the war. In a MASH, they are the enlisted who manage the patient records, procure non-medical supplies, guard against enemies, maintain ordnance, prepare food, and more. They are the strong arms of the MASH.

Grunts working in a MASH are enlisted support staff. Although they have no medical training, they are vital to keep the unit functioning smoothly. Use your moves to assist your superiors, protect the camp, and resolve non-medical problems with equipment, personnel, and the operation of the unit.

If you're a sergeant, you're a section administrator who takes orders from the first sergeant. If you're a corporal, you're a team leader who receives orders from your sergeant. Privates are the members of a corporal's team.

Grunts don't have medical training, and so can't make Diagnose, Prescribe, or most Treat moves. In a pinch, they can Treat 1-harm wounds with first aid. They can also Assist under a medic's direct supervision, but they take –3 ongoing to do so.

Grunt Moves

✚ At Ease: When you successfully Relax, subtract your Skill stat from your stress (instead of just subtracting 1).

✚ Courage Under Fire: When you Clobber, you may roll +nerve instead of +tough.

✚ I & I: When your Relax move involves intercourse (sex) or intoxication (liquor), take +1 forward to carry it out.

✚ 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 or questioning it, take +1 forward to carry it out.

✚ Choose a move from another playbook.

Special: Pogue

You work in one of the Administrative Services sections described on pages 99-100.

✚ **Section:** Choose one: Chemical, Engineering, Mess, Military Police, Ordnance, Personnel and Administration, Quartermaster, Registrar, or 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

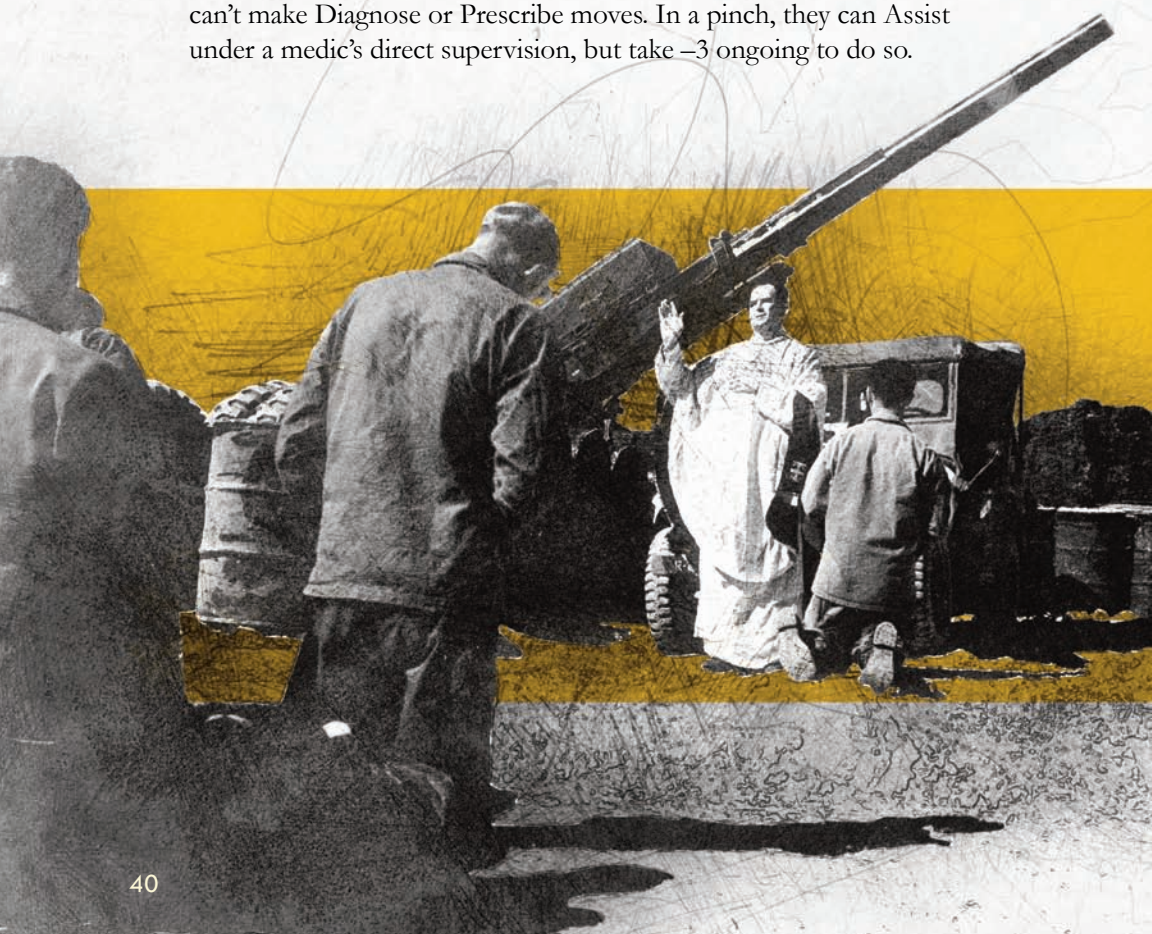
✚ **Luck of the Draw:** When your section is given a task, roll +luck. On 10+, take +1 ongoing on rolls pertaining to its completion. On 7-9, take +1 forward to complete the task, but the CO adds a problem (such as cost, equipment, time, or conflict).

The Padre

As the spiritual leader and moral compass of the unit, the Padre seems to be everywhere he's needed, even when not wanted—thus making him sometimes a force to be reckoned with, and sometimes just a major pain in the ass. Whether attempting to disarm a delirious enemy casualty, or counseling a soldier who threatens to commit suicide, the Padre shows no fear.

Padres are Army chaplains of any faith. Use your moves to give counsel and get involved in resolving problems of personnel and morale—even when uninvited. In the OR, you help out with orderly tasks, pray for the wounded to recover, and give last rites to dying soldiers.

Padres don't have medical training, but can make Treat moves to counsel personnel struggling with loss of limb, moral quandaries, depression, thoughts of suicide, and other emotional trauma. Padres can't make Diagnose or Prescribe moves. In a pinch, they can Assist under a medic's direct supervision, but take –3 ongoing to do so.



If you want to start as a captain, it means you served in the Army Reserve or in World War II. Otherwise, Padres start as first lieutenants and are quickly promoted to captain after a year of service. As the only hospital chaplain, you are automatically part of the Command Section (see page 96), and your need for private counseling sessions means that you get your own quarters.

Padre Moves

✚ Counselor: Your words can even aid a surgeon in the OR; if you Help, 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: When you ask someone to help a charitable cause, 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 History 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 a move from another playbook.

Special: Assistant Chaplain

✚ Helping Hands: You have an assistant (an NPC Grunt) who protects and serves you, organizes religious and memorial services, helps with your charitable works for the locals, and keeps in touch with the problems of the junior enlisted. When you send your assistant 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 session, your assistant is:

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

Although you are an officer in the Chaplain Corps, your command authority is limited to your assistant and to the general authority given by the Uniform Code of Military Justice (see page 47).

Roles

"One GI called out to me, "Hey, Maggie, look at this foxhole I'm digging. I'm going to stop just short of where they'd get me for desertion." [13]

Once you've chosen your playbook, it's time to choose a role. Your role indicates the social position you take in your unit's dynamic. You aren't required to act this way in response to absolutely every single circumstance or encounter, but you should treat your role as your primary personality trait.

A role provides you with a unique move that playbooks don't get. You can choose to change your role when you advance, or be forced to when your stress reaches its peak. In either case, you gain your new role's special move but can no longer use the move associated with your former role.

Your role also affects your History (Hx) with other players.

Although you can use the Relax move to remove points of stress, don't be afraid to change roles if your stress maxes out. Changing roles is a core component of the game, and an outward expression of how your wartime experiences affect and alter your personality. Embrace your new role and play it with as much passion as you did your former role(s).

13. Marguerite Higgins, war correspondent for the New York Herald Tribune. *War in Korea: The Report of a Woman Combat Correspondent.* Chapter 37, paragraph 37. New York: Doubleday, 1951.

The Bully

People annoy you. Maybe they're popular, or good at their job, or maybe they just happen to step into view when you're in a bad mood. Whatever it is, they make you feel weak, inadequate, envious or worse. If they won't help you up, you'll bring them down.

✚ **Behind the Shed:** When you intimidate someone into answering a question, 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.

✚ **Hx:** Start with –1 Casanova and +1 Misanthrope.

The Casanova

You love sex. You think about it all the time, really. You wish everyone could get rid of all their hangups and just do it with no regrets and no responsibilites. You're always looking for someone of like mind who'll spend the night with you—or at least a few minutes in the supply tent or some other quiet spot.

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

✚ **Hx:** Start with –1 Bully and +1 Clown.

The Clown

You're the class clown. You think laughter is the best medicine, and you're always handing out prescriptions. In this combat zone, your weapons are humor and sarcasm, plus the occasional prank or insult. You even make fun of yourself—as long as no one else does.

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

✚ **Hx:** Start with –1 Misanthrope and +1 Casanova.

The Gray

You blend in. You finish the tasks assigned to you, but not exceptionally. You try to avoid being first or last, or standing out in any way that will draw attention. You keep your eyes open for what's happening around you, just in case this knowledge can be used to your advantage later.

✚ Goldbrick: 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.

✚ Hx: Start with –1 Stickler and +1 Sky Pilot.

The Misanthrope

You hate people. At least that's what it looks like. You've really just been exposed to so much of humanity's ugliness that you've grown calloused to protect yourself. It's hard to connect emotionally with other people beyond thinking about how you can manipulate and use them to benefit yourself.

✚ You Owe Me: When someone asks you 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 expect they will eventually do 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.

✚ Hx: Start with –1 Clown and +1 Operator.

The Operator

You scrounge. You're a relationship builder and a deal-maker, and well-versed in the ancient Army tactic of 'field acquisitions.' You rarely swipe items from your own unit, but another Army unit—and even the black market—is fair game. After all, desperate times call for desperate measures.

✚ Wheeler Dealer: When you scrounge for something, seek out one of your contacts (*e.g.,* your counterpart in another camp, or a black marketer) and roll +luck. On a 10+, they have exactly what you need, or close enough. On 7-9, you're told about someone else who may have what you need 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.

✚ Hx: Start with –1 Sky Pilot and +1 Gray.

The Sky Pilot

You pray. You pray all the time—before bed, upon waking, and at meal times. You strive to live your life according to your faith, and avoid the drugs, alcohol, black market profiteering, and the sexual liberties that are so prevalent here. You believe yourself to be pious and devout, but sometimes cross the line to become sanctimonious and self-righteous.

✚ Temptation: Choose one: alcohol, drugs, money, or sex. When you resist your temptation, take +1 forward. When you succumb, you can remove a reputation or emotional condition, but you're Pushing Your Luck.

✚ Hx: You start with –1 Operator and +1 Stickler.

The Stickler

You want it done right. Those other slackers say you're too serious, but you believe that everyone needs to be properly and adequately trained—and you'll tell them if they're not. The code of acceptable conduct says that you should avoid unduly familiar personal relationships, so you do—most of the time. You have needs and demands, and that makes you the exception to the rules.

✚ Bossy: 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 that person to take 1-stress.

✚ Hx: You start with –1 Gray and +1 Bully.

You can have fun creating new roles and unique moves to go with them! However, try not to overlap another playbook or role, and beware of creating a move that blocks the other characters (player or NPC) from responding to your move from within the fiction or by making a move of their own.

Rank

"Don't confuse your rank with my authority." [14]

When determining your rank, consider whether you were drafted, volunteered as a medical officer to avoid the draft, or served as 'Regular Army' (RA) in the reserves or in WWII.

If you were drafted as a medic, you'll receive only about two weeks of training to prepare you for Army life—and most of that will involve the rules and regulations (like how to properly salute) rather than any real preparation for what you'll face in Korea. If you are Regular Army, you're well-versed in Army protocol.

After you choose your starting rank, select one of the two point spreads and assign those four numbers to your four stats of Luck, Nerve, Skill, and Tough in any order you choose.

- ✚ Private, Corporal, or Lieutenant: +1, +1, 0, 0 [or] +2, 0, 0, 0
- ✚ Warrant Officer: +2, 0, 0, 0 [or] +2, +1, 0, –1
- ✚ Sergeant or Captain: +2, +1, 0, –1 [or] +2, +2, -2, –1
- ✚ Major: +3, 0, 0, –1 [or] +3, +1, –1, –1

Pulling Rank

In general, military personnel give orders only to their immediate subordinates, and receive orders only from direct superiors. Various corps personnel (*e.g.*, medical, chaplain, pilots) usually give and receive orders only within their chain of command. For example, if you're a Medical Corps captain, you can command a corpsman sergeant serving in your unit, but you cannot give orders to a combat platoon sergeant who's passing through camp.

Likewise, except in an emergency or other special circumstances, you cannot give orders to someone from another unit. The proper procedure would be for you to first seek out their superior, and

14. Military saying.

then let them command their own people. If you do give a direct order outside your chain of command, the order might be obeyed, but that person may report you to his superior—which could lead to you facing disciplinary action.

You do have enough general authority to order a soldier from another unit to correct his behavior if he is openly violating the Uniform Code of Military Justice (UCMJ), like a private who is inebriated on duty or wearing his uniform improperly. If he refuses to follow your order, you can report him to his sergeant.

Personnel are expected to comport themselves appropriately and not socialize or 'trespass' outside of their own enlisted, NCO, or officer 'castes.' For example, a Regular Army officer would never join a group of enlisted in the mess tent, nor would an NCO ask to join an officers' poker game. How strictly the MASH observes these rules of conduct depends heavily on the behavior of its officers.

The Influence Move

When pulling rank with the Influence move, you may add +1 for each step by which you outrank the other person, as shown below:

- ✚ Junior Enlisted
- ✚ Non-Commissioned Officers/Warrant Officers
- ✚ Officers
- ✚ Flag Officers

If you're an officer pulling rank on an NCO or warrant officer, add +1 to your roll. To pull rank on junior enlisted, add +2 instead.

Time in Grade & Time in Service

When two officers hold the same rank, their authority depends on their position in the unit. When a question of seniority arises, the 'winner' is the person who has been in that rank/pay grade longest. If necessary, you can compare the time in grade (TIG) and entire time in service (TIS) on your playbooks.

NONE

PVT/PV2
Private

PFC
Private First Class

CPL
Corporal

SSG
Staff Sergeant

SFC
Sergeant First Class

MSG
Master Sergeant

1SG
First Sergeant

WO1
Warrant Officer

CW2-CW4
Chief Warrant Officer

2LT
Second Lieutenant

1LT
First Lieutenant

CPT
Captain

MAJ
Major

LTC
Lieutenant Colonel

COL
Colonel

BG
Brigadier General

Promotion

Each rank has promotion requirements that list the minimum time spent in the previous grade. For instance, for a private second class (PV2) to become a private first class (PFC), he needs 1 yr TIS or 4 mo PV2. He must have either been in the Army for at least one year, or been a private second class for at least four months.

As a player, when you advance at the end of a phase, you may ask to receive a faster field promotion (see page 64).

Insignia

Enlisted wear their rank insignia on the upper sleeve, marked or embroidered in wool or khaki. In 1950, combat enlisted wear insignia with gold background and dark blue chevrons, arc, and lozenge. Noncombat insignia are dark blue with gold colored chevrons, arcs, and lozenge. In 1951, the gold becomes olive-drab.

Commissioned officers wear rank insignia on the left lapel, and branch on the right. Medical Corps insignia is a 1-inch-tall gold colored caduceus, superimposed with a black enamel 'MS' for the Medical Service Corps or 'N' for the Nurse Corps.

Junior Enlisted

Privates

Privates are the basic workforce of a MASH compound. Grunts keep the compound in working order by laying fuel and water pipes, tending the stoves and electric generators, erecting and maintaining the tents and tent pegs, driving jeeps and trucks (supply, ambulances, etc.), and doing grunt work like digging ditches and foxholes, and general carpentry repairs. Corpsmen act as medical orderlies, handling routine tasks such as transporting patients, shaving patients, making beds, changing bed pans, setting up equipment, loading and unloading medical supplies, and so on.

✚ **Ranks:** Recruit (PVT), private second class (PV2), and private first class (PFC). All are addressed verbally as 'Private.'

✚ **Promotion Requirements:** PVT (none; enlistment), PV2 (6 mo PVT), PFC (1 yr TIS and 4 mo PV2)

Non-Commissioned Officers

Corporals

A corporal (CPL) often serves as a clerk or other administrative staff Grunt seeing to the unit's general operation. Corporals with a few months of classroom and field medical training are Corpsmen who can give shots and medicines, perform first aid, draw blood, start an IV, take readings (temperature, pulse, blood pressure), and so on. If a corporal joined the Army at age 18, he might be about 20 years old now.

✚ **Promotion Requirements:** A PFC is typically promoted to CPL only after being given a team leadership position.

Sergeants

Like corporals, sergeants are responsible for the training and performance of the enlisted men beneath them, but in larger numbers. They also handle administrative tasks involving supply, support, logistics, pay, promotion, and discipline. An increase in rank implies greater responsibilities, leadership abilities, additional personnel under their command, and a larger sphere of influence. Sergeants usually serve as Corpsmen or Grunts, but may be Cowboys.

✚ **Ranks:** Staff sergeant (SSG), sergeant first class (SFC), and master sergeant (MSG)/first sergeant (1SG). The master sergeant and first sergeant share the same pay grade, but there is only one first sergeant. Master sergeants are administrators who supervise junior enlisted personnel in their sections and carry out their duties as dictated by their staff section officer. The first sergeant holds a greater position of authority managing the entire unit's logistics and serving as senior enlisted advisor to the CO. First sergeants should be addressed by their full rank; others may be addressed verbally as 'Sergeant.'

✚ **Promotion Requirements:** SSG (34 mo TIS and 6 mo CPL), SFC (35 mo SSG), MSG/1SG (10 years TIS and 41 mo SFC).

Specialists

Warrant Officers

A warrant officer is a highly skilled, single-track specialty officer with aviation or technical training not given to other ranks. All the helicopter pilots attached to a MASH unit are warrant officers (and Cowboys), as is the mechanic in charge of the motor pool.

✚ **Ranks:** Warrant officer one (WO) and chief warrant officer two through four (CW2, CW3, CW4). They rank above sergeants, but below lieutenants. They may be addressed verbally as 'Mister' or 'Miss,' though 'Sir' or 'Ma'am' is also allowed.

✚ **Promotion Requirements:** WO (ground force needs 5-8 mo TIS; or Army aviation school for pilots), CW2 (2 yrs WO), CW3 (5-6 yrs CW2), CW4 (5-6 yrs CW3)

Officers

Lieutenants

Most MASH lieutenants are staff nurses whose duties predominantly focus on patient care before, during, and after surgery. Nurses include general duty nurses, with a handful of surgical nurses and a couple of nurse anesthetists, all of whom have had at least three years of training. Younger nurses are in their early 20s. A physician who is a recent graduate probably starts as a first lieutenant, and is about 25 years old.

✚ **Ranks:** Second lieutenant (2LT) and first lieutenant (1LT). Both may be addressed verbally as 'Lieutenant.'

✚ **Promotion Requirements:** 2LT (commission), 1LT (18 mo 2LT)

Captains

A drafted physician who has been practicing medicine for several years usually starts with the rank of captain (CPT), and is probably at least 27 years old. The nurse in charge of a shift is probably a captain with both medical training and managerial skills. They are addressed verbally as 'Captain.'

✚ **Promotion Requirements:** CPT (4 yrs TIS, 2 yrs 1LT)

Majors

The head nurse might be a major (MAJ), as might any Regular Army physician. A major is usually at least 33 years old. Unless you're the CO, this is the highest starting player rank. They are addressed verbally as 'Major.'

✚ **Promotion Requirements:** MAJ (9-11 yrs TIS, 3 yrs CPT)

Colonels

The commanding officer of a MASH is usually a lieutenant colonel (at least 39 years old) or colonel (45 or older). As well as being a surgeon, the camp CO is ultimately responsible for its administration. Fortunately, much of the day-to-day paperwork is handled by administrative staff.

The camp CO should be an NPC portrayed by the game CO; if another player ever becomes a colonel, he or she should take on the role of CO and let the former CO play something else.

✚ **Ranks:** Lieutenant colonel (LTC) and colonel (COL). Both may be addressed verbally as 'Colonel.'

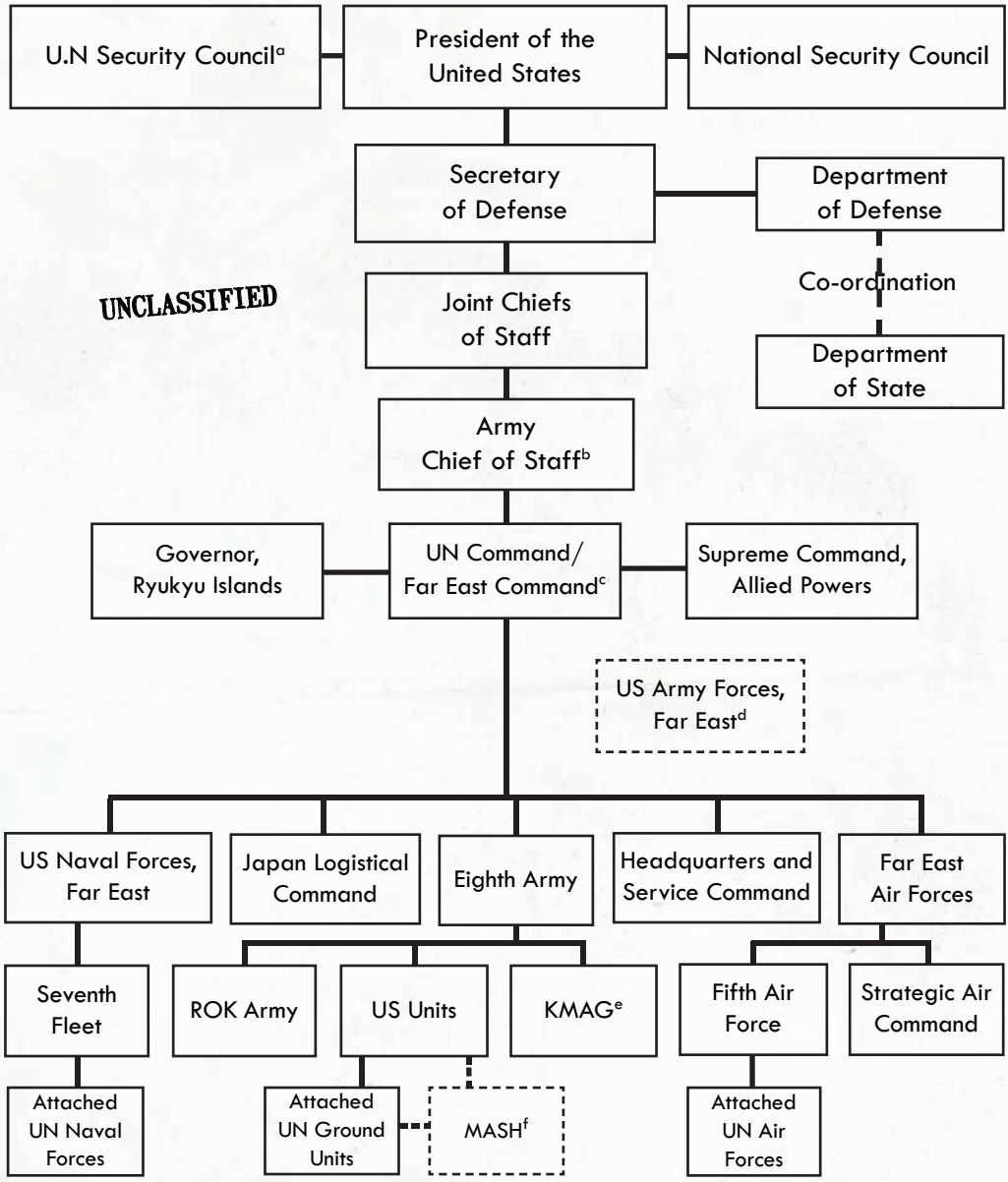
✚ **Promotion Requirements:** LTC (15-17 yrs TIS, 3 yrs MAJ), COL (21-23 yrs TIS, 3 yrs LTC)

Flag Officers

Generals

Although not attached to MASH units, generals (usually 1- or 2-star) pass through camp for inspections or on other business. They are often sticklers for rules and regulations, and find it difficult (or impossible!) to comprehend the looser restrictions of a MASH.

✚ **Ranks:** Brigadier general (BG; 1 star), major general (MG; 2 stars), lieutenant general (LTG; 3 stars), general (GEN; 4 stars), and the general of the army (GOA; 5 stars) of which there is ever only one. From September 1950 to August 1953, this is General of the Army Omar Bradley, first Chairman of the Joint Chiefs of Staff. All ranks may be addressed verbally as 'General.'



[a]The UN Security Council has no command authority, but receives biweekly reports from the UN commander.

[b]The Army Chief of Staff acts as executive agent for the Joint Chiefs of Staff.

[c]The UNC/FEC exercises operational control over only the air and naval forces under its command.

[d]Headquarters, US Army Forces, Far East, does not become operational until October 1, 1952.

[e]The Military Advisory Group for Korea is assigned to Eighth Army command. It discharges its mission of assisting the ROK Army and acts as liaison between the Eighth Army and the ROK Army.

[f]The US and several UN members committed medical units (see page 101).

Stats

"My most vivid memory of the hour is Captain Logan Weston limping into the station with a wound in his leg. He was patched up and promptly turned around and headed for the hills again. Half an hour later he was back with bullets in his shoulder and chest. Sitting on the floor smoking a cigarette, the captain calmly remarked, 'I guess I'd better get a shot of morphine now. These last two are beginning to hurt.'" [15]

You have four primary stats (statistics): Luck, Nerve, Skill, and Tough. The more or fewer points you have in a stat, the better or worse you perform any related moves.

Your starting rank indicates what point spreads you can assign to these statistics. As mentioned earlier, and listed on each playbook, different ranks provide point spreads that you assign to these stats in any order. You can increase these numbers during advancement, but (unless otherwise stated in a special rule or move) a stat's maximum range is –3 to +3.

Certain moves and playbooks may state that, when you make a particular move, you add a different stat to your roll than you normally would. For instance, the Courage Under Fire move (from the Grunt playbook) states that you may roll +nerve instead of +tough when you make a Clobber move.

15. Marguerite Higgins, war correspondent for the New York Herald Tribune. *War in Korea: The Report of a Woman Combat Correspondent.* Chapter 8, paragraph 69. New York: Doubleday, 1951.

Luck

Luck comes in handy when you act under fire (Push Your Luck), manipulate someone (Influence), travel (Maneuver), or stumble upon something you need (Scrounge). To use it, roll 2d6 +luck.

Nerve

Nerve is your emotional steadiness and courage. If you want to seduce someone (Influence), Relax, or haggle or steal (Scrounge), roll 2d6 +nerve. Nerve also helps keep stress under control.

Skill

Skill measures natural talents, attention to detail, and professional abilities. To Assist in surgery, Eyeball a situation, Diagnose, Prescribe, or Treat a patient, you'll roll 2d6 +skill.

Tough

Tough helps to pull rank (Influence), navigate military channels (Scrounge), or fight someone (Clobber). If you want to punch, shoot, or seize a person or item by force, you roll 2d6 +tough. It also helps keep you from getting disoriented when you take harm.

History (Hx)

"That guy isn't what he appears, lieutenant. Actually, he's a baboon we dress up to look like a colonel." [16]

History (Hx) is a special stat that indicates how well you know a person. The better you know them, the easier it is for you to boost their confidence or unsettle them when you're around. Don't treat it as a measurement of love or hate, though that may be part of it.

The Help/Hinder Move

You can roll +Hx to help or hinder another player with whom you have History. On 10+, you choose whether they receive a +2 (for help) or –2 (for hindering) modifier to their roll. On 7-9, give them a +1 (or –1) modifier instead. On a miss, you put yourself in a position of immediate or future problems, but the other player receives no modifiers.

Starting Hx

Your starting role gives you +1 with one character role and –1 with another, and +0 with other roles. For example, a Clown starts with –1 Misanthropes and +1 Casanovas; everyone else has Hx +0.

Starting Hx from Roles

BULLY: –1 Hx to Casanovas and +1 Hx to Misanthropes
CASANOVA: –1 Hx to Bullies and +1 Hx to Clowns
CLOWN: –1 Hx to Misanthropes and +1 Hx to Casanovas
GRAY: –1 Hx to Sticklers and +1 Hx to Sky Pilots
MISANTHROPE: –1 Hx to Clowns and +1 Hx to Operators
OPERATOR: –1 Hx to Sky Pilots and +1 Hx to Grays
SKY PILOT: –1 Hx to Operators and +1 Hx to Sticklers
STICKLER: –1 Hx to Grays and +1 Hx to Bullies

16. Richard C. Kirkland, helicopter pilot, MASH 8055. *MASH Angels: Tales of an Air-Evac Helicopter Pilot in the Korean War.* Page 6. New Jersey: Burford Books, 2009.

Changing Hx During Play

As the game progresses, you may find your character in an intimate situation with another player character. When that happens, you may gain +1 Hx or lose –1 Hx with that person; whether the Hx is positive or negative depends on the circumstances.

However, the definition of an 'intimate situation' isn't something that the rules can define. You'll have to determine for yourself when the right situation for intimacy exists. The circumstances aren't always going to be right, and that's OK. For general guidelines, see the examples below.

Mark +1 Hx when...

✚ You are pinned down under fire and share a deeply personal conversation.

✚ You ask for casual sex, but it becomes about more than just getting off.

✚ They comfort you while you cry.

✚ You perform surgery on them.

✚ They put themselves in danger so you don't have to.

Mark –1 Hx when...

✚ You confess your attraction, but they reject you.

✚ You tell a secret, but they pass it along to someone else.

✚ You get in a fight with them.

✚ They don't support you when someone disrespects your sex, race, or gender.

✚ They tell you a lie and you find out.

Hx cannot exceed –3/+3. When gaining or losing Hx would put you over the limit, you may reset your Hx with that person to 0 (zero), but must explain why your feelings changed so dramatically.

3: LIFE & DEATH

"Our convoy was attacked, and the nurses spent the remainder of the night in a ditch lit up by gunfire and burning vehicles. About sun-up we got out and started treating the wounded, who by this time were coming in pretty fast. All that day we worked on the roadside: operating, treating for shock. We lost eight." [17]

Being in a MASH is no guarantee of safety. After all, your unit is stationed only a few (3–10) miles from the front line. You'll suffer emotional trauma from being under fire, losing friends, and the long hours spent patching up wounded and dying soldiers. You might also be injured in any number of ways, like getting into a brawl, stepping in front of a jeep, wandering into a minefield, being choked by a delusional casualty, targeted by a sniper, being bombed in an air raid, and so on.

These mental and physical injuries are represented by Stress and Harm.

17. Captain Eunice Coleman, chief nurse, MASH 8209. From *A Defense Weapon Known to be of Value: Servicewomen of the Korean War Era.* By Linda Witt, Judith Bellafaire, and Mary Jo Binker. Page 169. Lebanon: University Press of New England, 2005.

Stress

"As danger lessened, the surgical hospitals gained a reputation for insouciance bordering on wackiness. Liquor was abundant and cheap, and the MASH was normally the farthest point forward that American women got in Korea. Questioned about the nature of the hijinks during off-duty hours, a MASH doctor said tersely, "Oh, sex and liquor. What else is there?" [18]

It's not easy being responsible for the lives of others, especially during wartime. Botched moves in the OR, as well as other elements introduced during play, can all give you stress.

Taking Stress

When you take stress, mark it on your playbook and roll +nerve. (If you take 2-stress or more simultaneously, you still roll only once.) On 10+, you keep it under control. On 7-9, choose one:

✚ Take an Emotional Condition. Play out trouble behaving or expressing your feelings, or add a negative emotion. Create your own or choose one: 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. Play out difficulties with cognitive thinking and decision-making. Create your own or choose one: alcoholism, anxiety, delusions, depression, eating disorder, flashbacks, forgetfulness, hoarding, impulsive, indecisive, insomnia, mania, nightmares, obsessive-compulsive, paranoid, restless, shameless, etc.

✚ Take a Physical Condition. Play out a recurring physical symptom and make sure that people notice. Create your own or choose one: chest pains, diarrhea, dizziness, headaches, nausea, rapid breathing, rash, sweating, vomiting, etc.

On a miss, choose one and take another 1-stress (but don't roll +nerve for this one). Tag the condition to your character and let it affect how you play until the condition is removed.

18. Doctor's quotation from MASH 8209's Annual Report of Medical Service Activities, 1951. From *The Medic's War (US Army in the Korean War)*. By Albert E. Cowdrey. Page 208. Washington, DC: Center of Military History, CMH Publication 20-5, 1987.

Removing Stress and Conditions

Use the Relax move (see pages 72-73) as part of the narrative whenever you want to reduce your stress or remove a condition. Your relief should be in keeping with your role. For instance, a Clown's stress relief might involve pranks or jokes, a Sky Pilot might do charitable works, and so on.

If you're willing to bare your soul to a psychiatrist or chaplain, they may remove a condition with a Treat move.

Reaching Maximum Stress

Stress is cumulative. Immediately upon reaching 6-stress, choose one:

✚ **Personality Shift:** Change your role and then remove either 3-stress or two conditions. Take the unique move provided by your new role, but give up the move of your former role.

✚ **Shaken:** Take this debility if you'd prefer to keep your current role. Remove no stress and choose your highest stat; take –1 ongoing with that stat until you return your stress level to 0.

✚ **Breakdown:** Work towards a scene that ends with your character getting shipped home. This is an severe mental breakdown, so play it to the hilt. Choose one mental condition:

- ✙ anxiety (acute worry and nervousness)
- ✙ dissociation (detachment from reality)
- ✙ hyperarousal (jittery, paranoid, and sudden anger)
- ✙ intrusive memory (flashbacks, nightmares, and triggers)

If you didn't change roles and remove 3-stress, you stay at the max 6-stress. Any time you take stress while you're already at 6-stress, you're shaken; take –1 ongoing to your current highest stat. If your highest stat is already shaken, the penalty is cumulative.

Giving you stress is one of your CO's 'hard moves'—something he or she may do whenever you make a move and 'miss' (get a total of 6 or less). Weave it into the game and use it to inspire what happens next.

Harm

"Sometimes when they heard our voices, the boys would think they were back in the States. One private said: 'My God! Not a real American nurse! Take off my bandages so I can see her!' But he was blind." [19]

Harm is physical injury to a character. You typically suffer harm either by being on the receiving end of another player's Clobber move, or having the CO make a 'hard move' that inflicts harm as appropriate for the circumstances.

In a MASH, you'll rarely come under enemy fire, and most injuries sustained will probably result from accidents or brawls, so player harm is abstracted as a simple track of six boxes on your playbook. Use basic healing for all harm, or advanced for 3+, as you prefer. NPCs always require surgery for wounds of 3-harm or greater.

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.

Basic Harm and Healing

Your playbook indicates whether you can only Treat 1-harm wounds with basic first aid, or have 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.

Exactly how long it takes to recover depends on how you want to handle it in your game. If you want to deal with debilities or the

19. Captain Oree Gregory (Michaels), Army Nurse Corps, MASH 8063. From *The Medic's War (US Army in the Korean War).* By Albert E. Cowdrey. Page 85. Washington, DC: Center of Military History, CMH Publication 20-5, 1987.

repercussions of being unable to perform your duties for a week and having other people take care of you, that's fine; if you want to get back into action right away, that's fine too.

✚ 0-harm: You have minor scratches and bruises, or no injuries.

✚ 1-harm: You have a painful injury but can still perform your duties. You can treat yourself with first aid.

✚ 2-harm: You have a serious but not life-threatening wound. You may be able to move but have difficulty performing your duties. You need someone else to Treat you.

Whenever your harm threatens to reach 3-harm or higher, you may halt the damage at 2-harm by taking a physical debility instead. Physical debilities are: broken (–1 Skill), crippled (–1 Tough), disfigured (–1 Luck), and shattered (–1 Nerve). Lower the chosen stat and play out the debility condition in the game.

If you don't want to take a debility, prepare to go under the knife.

Advanced Harm and Healing

Wounds of 3-harm or greater require minor or major surgery. You may survive untreated for hours or even days, but without care your condition will eventually worsen, culminating in multiple debilities or death. Surgical operating room events use special playsheets and are covered later on pages 74-85 and (for the CO) 139-141.

✚ 3-harm: You have a severe wound and can barely move.

✚ 4-harm: You have a life-threatening injury that needs rapid intervention. You are probably unconscious.

✚ 5-harm: You are unconscious and dying. You need complicated and prolonged treatment.

✚ 6-harm: You are dead (head or torso wound) or suffered a forcible or surgical amputation (limb injury).

Advancement

"The [rotation] system was immensely popular with the troops, maintaining reasonably good troop morale in an increasingly stalemated and frustrating undeclared war fought over a far-off country about which most foreign UN troops knew little and cared less."[20]

Advancement refers to improving your statistics or rank, or adding a new move. You can advance once during a phase (see page 151) by performing a specific playbook move. The end of a phase or a bug out (see below) also triggers advancement for every participating player. When you advance, choose one of the following:

✚ New Move

Choose a new move from the list on your playbook. You can't take the same move twice.

✚ Stat Increase

Choose Luck, Nerve, Skill, or Tough. Increase this stat by one. Unless otherwise noted, you can't raise any stat above +3.

✚ Promotion

With the CO's permission, you may increase in rank, gaining the pay and privileges (and responsibilities) of your new position. If you are promoted to lieutenant colonel, this is a good time to take on the job of CO; otherwise, you are reassigned to an Army hospital in Tokyo or Seoul—and will have to create a new character. Your lieutenant colonel may come back later, just passing through.

✚ Retirement

Use the narrative to take your character out of the game—perhaps through death, rotation back home, or a dishonorable discharge. Create a new character or take on the position of CO.

20. Stanley Sandler. *The Korean War: No Victors, No Vanquished.* Page 138. Lexington, KY: University Press of Kentucky, 1999.

Rotation Points

The Army rotation points system tracks time in service (TIS) and eligibility for rotation back to the homefront. You earn 3-4 points per month served on the front lines, 2 points per month in units immediately behind (MASH, administrative, or supply units), or 1 point per month in a rear line unit or elsewhere in the Far East (*e.g.*, Japan). You can apply for a transfer to an Army hospital in Japan after 20 points, but if the request is granted, you must be rotated out of the game. When you reach 36 points (18 months spent in a MASH), choose one of the following:

- You've earned rotation back to the homefront. Say your goodbyes, then become the CO or create a new character.
- Request an extended 6-month stay. If this is granted, you advance. You must rotate home after your extension is over.

Bugging Out

A MASH unit may need to move quickly in order to accommodate the shifting front lines. This is called 'bugging out.' The camp can bug out any time during a phase when the CO wants to give the position of CO to someone else, or when you feel like moving the compound to a new area with new locals and new conversations.

The complications of scouting a new location and moving the camp can become part of the game, or you can jump ahead to a point where the MASH has been set up and is back in operation. Bugging out also causes the following events:

- All characters advance.*
- All players may change their role if desired.
- If you jump ahead, you may heal your 1- to 2-harm wounds.
- Determine whether to change your CO.

**The CO should limit the number of advancements if bug outs are frequent, such as during the war's first year. A camp may or may not bug out at the end of a phase; if it does, take your advancement for the bug out or for the end of the phase—not both.*

Moves

"…one Medical Officer, a Major who had gone regular army and was trying to talk others into it, was touring some areas at the front. When a few mortar rounds came in, he turned to his driver and said in a frightened voice, 'You bastard, get this jeep out of here!' The other medical officer (not R.A.) was too scared to say anything. When they were out of the area, the driver turned to the Major and said, 'I just eat that shit up. Don't you, sir?'" [21]

A 'move' is a rule for resolving a particular task or situation whenever it appears in the game. Moves resolve situations common in a MASH camp (like doctoring, counseling, pulling rank, and relieving stress), but not every situation is covered by a move. In fact, you might not use moves very often. Most of the time, whenever you want to do something, all you have to do is describe your action and let the other players and the CO respond with their own actions.

When an action needs to be resolved by a move, you still say what you want to do, but you also have to roll the dice. The CO has final authority on when a move applies, but any player can point out when your actions might require you to make a move.

Types of Moves

PLAYBOOK: Standard for playbooks (see pages 26 and 215)
ROLE: Unique to roles (see page 42)
BASIC: Available for all characters (see page 69)
MEDICAL: As established by playbook (see pages 80 and 215)

21. Melvin Horwitz, surgeon, MASH 8055. From *We Will Not Be Strangers: Korean War Letters Between a M.A.S.H. Surgeon and His Wife*. By Dorothy G. Horwitz (ed). Page 129. Chicago, IL: University of Chicago Press, 1997.

Usually, the distinction of when you're making a move is obvious. For example, if you want to watch another character, then you state that you're doing so, and let that player or the CO describe what you see. However, if you're looking in order to deduce something, then you're Eyeballing, and must roll the dice to show how well you succeed in your deductions.

Declare your intended moves clearly, like *"I'm Eyeballing him."* If you only describe your actions (*"I'm watching him."*), the CO or another player may ask if you're making a move (*"Oh, you're Eyeballing him?"*). When that happens, you can clarify if you didn't intend to make a move (*"No, I just want to see where he's going."*).

Each move tells you what to do and what stat to add to your dice roll. For example, if a move says to roll +tough, you roll 2d6 and add your Tough stat. Based on the result, the CO will tell you what happens next, and ask *"What do you do?"*

✚ A result of 10+ is a *strong hit*. Your attempt succeeds with few to no negative consequences.

✚ A result of 7-9 is a *weak hit*. You get some of what you wanted, but you will face an obstacle, a consequence, or pay a price (not necessarily a monetary one).

✚ A result of 6 or less is a *miss*. It's going to end much worse than you hoped. Even if the CO gives you what you wanted, know that the obstacle, the consequence, or the price is going to be significant and irrevocable.

Remember, the game isn't limited to just moves, so if you can get what you want without making a move, that's okay. However, you can't gain the benefits of a move without using it (*"No, I just want to figure out how I can stop him—I don't want to roll."*). If the CO states that your actions require a move, then you should use that particular move—rolling the dice or taking whatever other action that move describes.

Forward, Ongoing, and Holds

When a move prompts you with an additional rule like 'take +1 forward' (or 'take –1 forward'), then you'll add +1 to (or subtract –1 from) your very next roll. If you're told to 'take +1 ongoing,' on the other hand, then you add +1 to all of your rolls until the reason for this modifier no longer applies.

Sometimes a move will instruct you to 'hold one' or more. Each hold is a bonus action that you can use at a later time. For example, the Assist move allows you to 'hold one' so that, when a surgeon's actions cause a consequence, you may spend that hold to either eliminate that consequence or take +1 forward on your next move. Once you use it, the hold is gone.

Conditions and Debilities

If the CO or the rules tell you to give or take a condition, but do not specify it, you get to pick it. If you want to put a condition on another player, first ask if it's okay. NPCs are fair game.

Conditions may be reputations like: sissy, blabbermouth, plumber (uncool), roundheel (slut), faggot (homosexual), and so forth. Other conditions are symptoms of stress; these are emotional, mental, and physical conditions (see page 60 for further details).

Debilities are conditions that apply stat penalties. You cannot give or take a debility except as the result of harm or a medical move.

Triggers

The results of one move may 'trigger' another. This may be part of the narrative fiction or defined within a move. Triggers are most common in the operating room, where you have three medics on a single patient. For instance, when the Cutter makes a Treat move, this triggers the assistant to make an Assist move, hoping to avoid a consequence. Likewise, if the Cutter or assistant causes a consequence, it triggers the anesthesiologist or nurse-anesthetist to make a Prescribe move in hopes of keeping the countdown clock steady.

Basic Moves

"He began by spending the remainder of the day scrounging through the hospital area, trying to find compresses, gauze, cloth, or anything that could be of use." [22]

You can make a basic move at any time in the game. If you get a 6 or less, that's a 'miss.' When you miss, the CO will make a 'hard move' (see page 123), which might include giving you stress.

Clobber

To use physical force on someone, roll +tough. On a 10+, they do what you want or suffer 1-harm (or stun, if you prefer). If you're using a firearm, damage may be much higher; see pages 110-112. On 7-9, they can instead choose to do one of the following:

- Attempt to retreat with Maneuver.
- Take –1 forward.
- Make a counteroffer.

See page 62 for an overview of harm and healing.

Don't be afraid of harm. You may be accustomed to games with rules that let you block damage by making an opposed dice roll. Those rules don't exist here. Instead, use the narrative fiction and talk your way out of oncoming danger, or make a Maneuver move in an effort to run away. Alternatively, simply accept that the harm happens and then respond through the narrative fiction or by making a move of your own.

22. The 'he' referred to is 1st Lt. Melvin J. Shadduck, POW. From *Beyond Courage: Escape Tales of Airmen in the Korean War*. By Clay Blair, Jr. Philadelphia: David McKay Publications, 1955.

Eyeball

If you want to take a closer look at a person or a situation, 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 below. Each hold also gives you +1 forward, but you can only use it 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?
- ✚ Are they telling the truth?/Is this situation what it seems?
- ✚ What should I look out for?
- ✚ 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 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 pulling rank, roll +tough. Take +1 forward for each step by which you outrank the other person. Steps are: junior enlisted, NCOs/warrant officers, officers, and flag officers. For example, an officer takes +2 forward to pull rank on a junior enlisted, but only takes +1 forward to pull rank on an NCO or warrant officer.
- ...by manipulating them, roll +luck.
- ...by seducing them, roll +nerve.

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. How they follow through is up to them.

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

On a miss, the outcome will certainly be worse than you hoped.

Maneuver

When you need to retreat to a safe location or journey between two locations (*e.g.,* from the MASH to Seoul on R&R), roll +luck. On 10+, you 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.

On a miss, the CO chooses one and you (or your vehicle) take harm.

Pierce

When you want to deflate someone's ego, burst their bubble, or perform a verbal jab, roll +nerve. On 10+, 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 attempt to retreat with Maneuver.

On a miss, they give you a condition instead.

Push Your Luck

If you're faced with a situation where you've got to do something while under fire, or you'll face a really bad result if you don't succeed at something particularly 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 the dice to do something 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 to do it, and there's a cost; the CO may offer you a worse outcome, a hard bargain, or an ugly choice.

On a miss, the CO makes a hard move. Prepare for the worst.

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.

Sample Ways to Relax

- ALL: Get drunk (but be careful of consequences)
- Bully: Get into a fight, intimidate someone
- Casanova: Start a romance, have sex
- Clown: Pull a prank, behave comically
- Gray: Pass the buck, avoid a responsibility
- Misanthrope: Give cynical/pessimistic advice, avoid a party
- Operator: Make a deal, start a scheme
- Sky Pilot: Give moral advice, resist temptation
- Stickler: Find fault, follow a rule that disadvantages you

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, you get what you need, but also have to choose a consequence from the list:

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

On a miss, you can't find the item at all, or the price (not necessarily a monetary one) is unusually high.

The Operating Room

"We are not concerned with the ultimate reconstruction of the patient. We are concerned only with getting the kid out of here alive enough for someone else to reconstruct him. Up to a point we are concerned with fingers, hands, arms and legs, but sometimes we deliberately sacrifice a leg in order to save a life, if the other wounds are more important. In fact, now and then we may lose a leg because, if we spent an extra hour trying to save it, another guy in the pre-op ward could die from being operated on too late. Our general attitude around here is that we want to play par surgery. Par is a live patient." [23]

When an event includes an Operating Room (OR) scene, the incoming wounded might number dozens or even hundreds. However, you don't play out hundreds of individual operations—unless you've got a lot of time on your hands! Instead, the CO determines the number of operations you'll perform. For example, three days in surgery and 400 patients might simply be represented in gameplay by three or four operations.

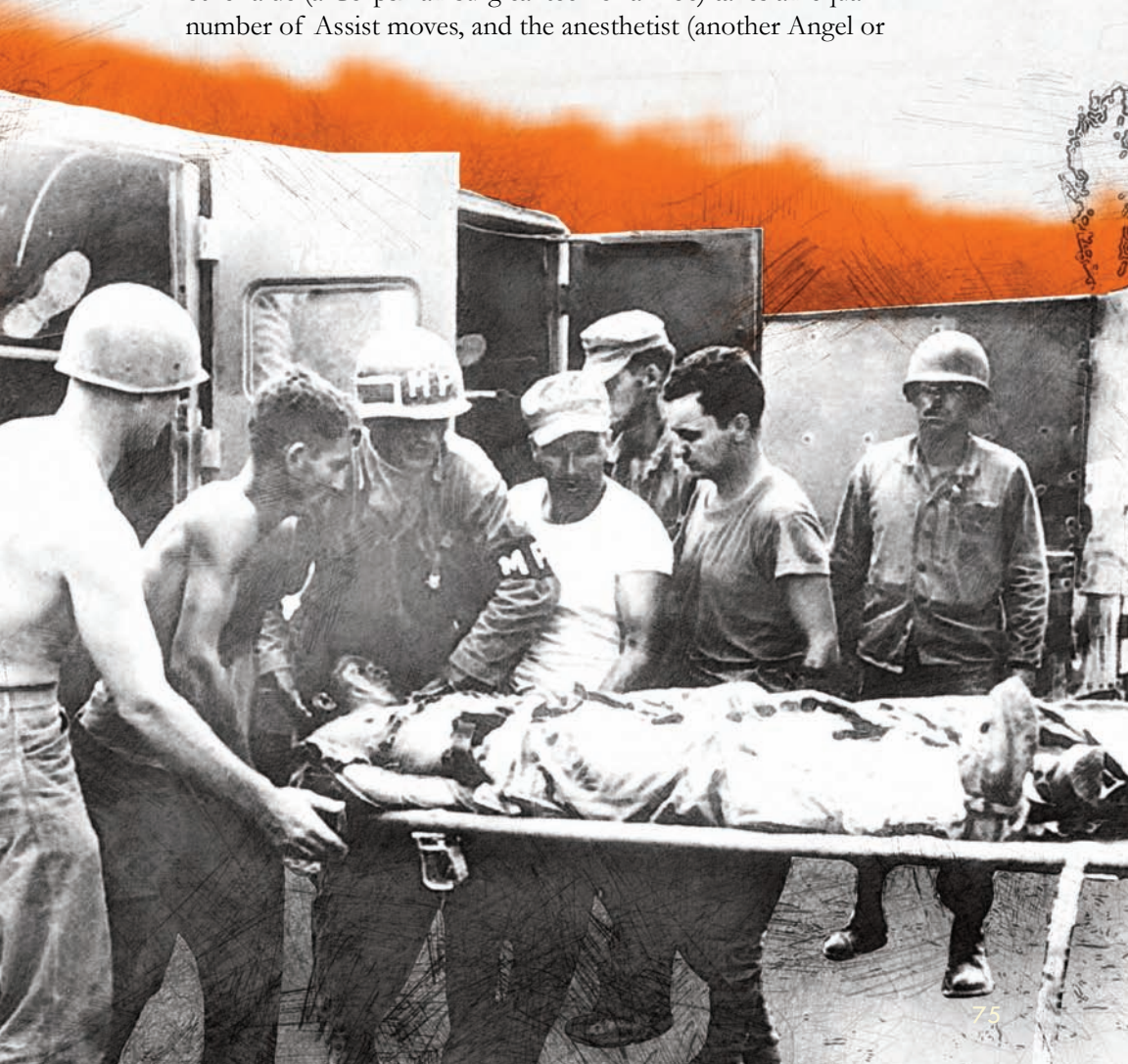
Your job is to do the greatest good for the greatest number of patients, and this means making hard choices. For instance, will you prioritize an enemy over an ally, even if the ally seems less likely to survive? Can you amputate a GI's legs just to get to the next casualty more quickly? What will you do when the patients are civilians and children? The choices of life and death are intense—as are the consequences—and should not be taken lightly.

23. H. Richard Hornberger, surgeon, MASH 8055; writing as author Richard Hooker. *MASH: A Novel About Three Army Doctors.* New York: Pocket Books, 1968.

Incoming Wounded

Cowboys and Grunts deliver casualties outside the admissions tent, where the medics Diagnose and triage, and enlisted personnel from the registrar section begin writing medical records and processing personal effects. Prescribe moves in the pre-op tent come next—inserting IVs, giving blood and sedatives, and another Diagnose move if X-rays are needed.

Medics scrub up, and the patient arrives in the operating room. Depending on the number of surgeons, an operating room may have up to four tables. For each patient, a surgeon (the Cutter) operates with Treat moves, while a surgical nurse (the Angel) or other aide (a Corpsman surgical tech or a Doc) takes an equal number of Assist moves, and the anesthetist (another Angel or



Doc) makes occasional Prescribe moves to keep the patient's breathing and blood pressure steady. In a crunch, an anesthetist or anesthesiologist may work two tables. NPCs fill empty positions. If a patient is so badly injured that you want to work on two wounds simultaneously, you may have as many as two surgeons and one assistant, plus an anesthesiologist/anesthetist, on one patient.

When the number of casualties is high, doctors may stay in the OR for days, leaving only to go to the latrine or, if they're lucky, to their tents for a two- or three-hour nap. The mess steward or another enlisted man brings their food to the OR.

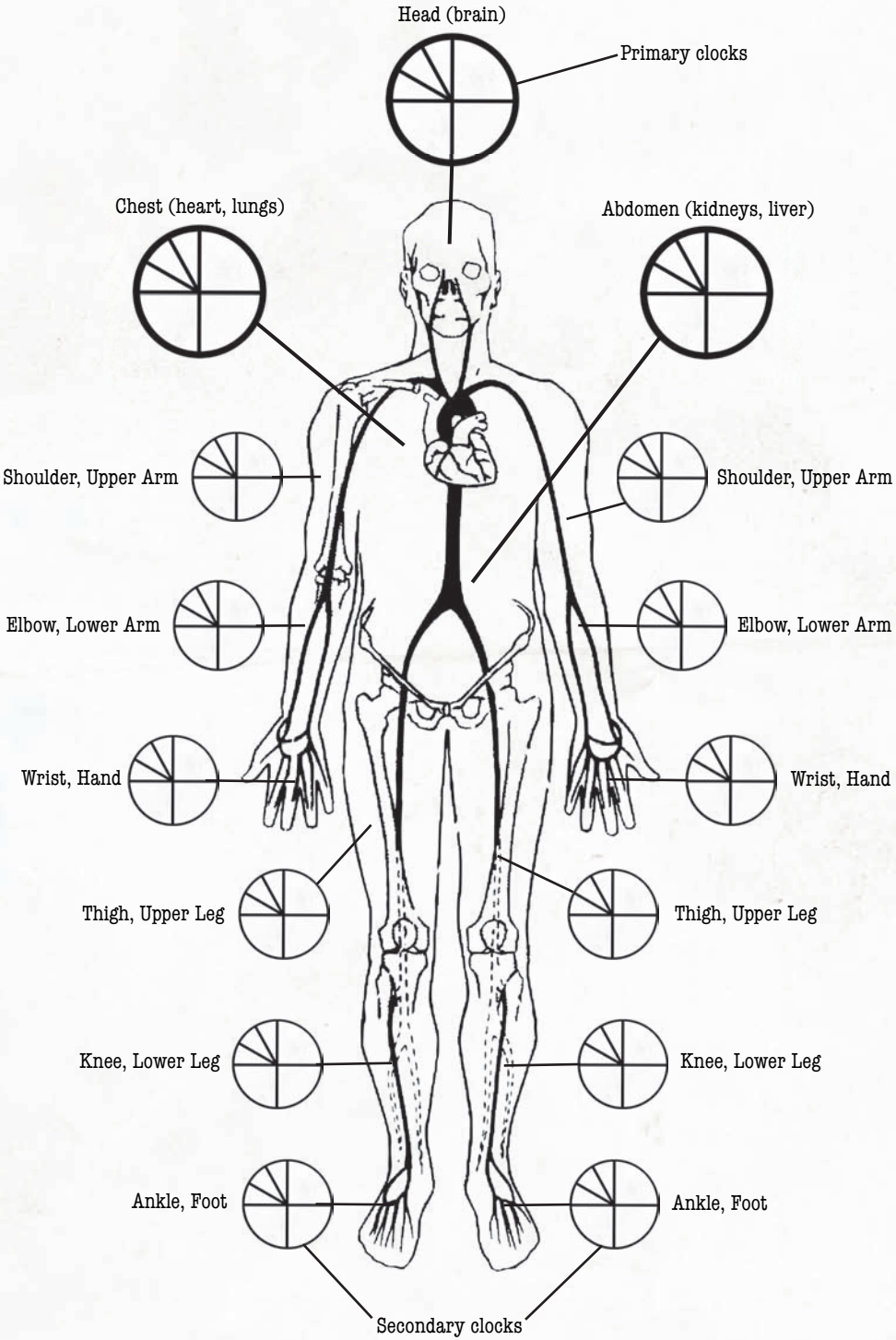
For each continuous day of surgery following the first, each involved player automatically takes 1-stress due to exhaustion. For instance, if 400 wounded require three days to treat, you take 1-stress on day two, plus another 1-stress on day three, for a total of 2-stress.

Using the Casualty Sheet

For each casualty, the CO supplies one of the patient playsheets (see page 248; *also available via free download*). This playsheet displays a human figure, a countdown clock, and a number of 6-segment trauma clocks. Each trauma clock is linked to a specific anatomical location, and displays a number of segments that represent the harm inflicted (the CO selects and fills the clocks before the event). The Cutter chooses a trauma clock to operate on, then makes a Treat move. After resolving the move, the Cutter may continue to Treat the same clock or choose another one.

Meatball Surgery

DIAGNOSE (DX) TO REVEAL HARM (TRAUMA CLOCKS)
PRESCRIBE (RX) ANESTHESIA FOR THE PATIENT
TREAT (TX) A PRIMARY CLOCK
    ASSIST TO REDUCE CONSEQUENCES (TRIGGERED)
    PRESCRIBE (RX) TO KEEP THE COUNTDOWN STABLE (TRIGGERED)
CONTINUE TX UNTIL STABILIZED (ALL PRIMARY CLOCKS 2-HARM OR LESS)
TREAT SECONDARY CLOCK(S) OR AMPUTATE
MOVE PATIENT TO POST-OP


Head (brain)
Primary clocks
Chest (heart, lungs)
Abdomen (kidneys, liver)
Shoulder, Upper Arm
Shoulder, Upper Arm
Elbow, Lower Arm
Elbow, Lower Arm
Wrist, Hand
Wrist, Hand
Thigh, Upper Leg
Thigh, Upper Leg
Knee, Lower Leg
Knee, Lower Leg
Ankle, Foot
Ankle, Foot
Secondary clocks

Primary Clocks

A human being has five vital organs (brain, heart, kidneys, liver, and lungs) in three primary locations (head, chest, and abdomen). These are represented by three primary trauma clocks.

To stabilize a patient, all three primary clocks must be reduced to 2-harm (or less) before the countdown clock fills. With that complete, the patient should recover sufficiently under the ministrations of the post-op staff.

If you're too stressed to complete a surgery now, or want to pause the operation for some other reason, a patient can be moved back to pre-op, but the countdown clock continues. The CO determines how fast the patient deteriorates and also whether the trauma clocks start to regain any seemingly-healed harm (such as from a fragment of shrapnel you failed to locate).

Secondary Clocks

These non-vital parts of the body should only be treated after the primary clocks have been stabilized. For instance, a wounded soldier may have a primary torso clock with 3-harm and a secondary leg clock with 5-harm. You may choose to operate on the leg first, in hopes of saving it, but if the countdown clock fills before you stabilize the torso wound, the patient dies.

If you cannot stabilize a secondary wound to 2-harm or less before the countdown clock fills, it must be amputated. You do not need to make a Treat move to amputate; you 'succeed' automatically.

Countdown Clock

The patient playsheet also features three possible countdown clocks that represent the limited amount of time you have to Treat the patient. It's up to the CO to choose which of the three clocks applies in this case, and to determine how rapidly this clock fills.

FAST (4)

STANDARD (6)

SLOW (8)

When the countdown clock is full, the patient is dead. If there are more wounded patients waiting in pre-op, the CO may slowly fill the countdown clocks (and even the trauma clocks) on those playsheets as well.

- IF THE COUNTDOWN CLOCK FILLS BEFORE THE PATIENT IS STABILIZED (ALL THREE PRIMARY CLOCKS AT 2-HARM OR LESS), THE PATIENT DIES.
- IF THE COUNTDOWN CLOCK FILLS AND THERE ARE STILL SECONDARY CLOCKS AT 3-HARM OR GREATER, THOSE AREAS MUST BE AMPUTATED.

Stock

Units of medicine, plasma, suture thread, instruments, bandages and other medical supplies are abstractly represented as [stock]. In most cases, the operating room contains the equivalent of [1-stock] per table, with additional stock in the hospital tent, secondary supply tent, or one of the supply trucks.

When you are forced to spend [1-stock] on a Treat move, this uses up what you have within reach. Additional stock may be borrowed from other tables, assuming the other surgeon in question is willing to let it go. If not, or if all the stock in the tent is gone, the circulating nurse or a trained corpsman can retrieve stock from elsewhere. The CO will advance the countdown clock as appropriate for the situation, taking into account any ongoing events—such as a supply shortage.

Medical Moves

"It was a matter of operating, finishing, going out to the pre-op ward, picking another case, having the litter bearers bring him in, working, one after another—one a neck injury, another a leg, another a belly. They lie there—some calling to one another when they come from the same outfits. 'Did you see him?' 'Did he make it?' 'Yes, he's in the corner.' 'No, he's dead.'" [24]

You can make a medical move whenever it's appropriate for the game. Most medical moves already include consequences for when you 'miss,' but the CO may also give you stress or make another 'hard move', depending on the situation.

Assist moves are intended only for surgical scenes, but Diagnose, Prescribe, and Treat moves can be used almost anywhere. The Treat move not only has results and consequences of its own, but it can also 'trigger' Assist and Prescribe moves, or Complication and Malpractice consequences.

If you want to intervene on another player's move, and you have History with them, you may use the Help/Hinder move to try and modify their result. You cannot Help/Hinder and make another move (such as Assist) simultaneously; do one or the other.

24. Melvin Horwitz, surgeon, MASH 8055. From *We Will Not Be Strangers: Korean War Letters Between a M.A.S.H. Surgeon and His Wife*. By Dorothy G. Horwitz (ed). Page 140. Chicago, IL: University of Chicago Press, 1997.

Assist

You assist the attending surgeon by providing instruments, aspirating blood away from the surgical area by catheter and suction, and just generally acting as a second pair of hands.

Triggered During Surgery: 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 one consequence that resulted from the surgeon's Treat move. On a miss, you hold none and take nothing forward, and the countdown clock fills by 1 segment.

Anesthesiologists or nurse-anesthetists monitoring a patient during surgery use Prescribe (Rx), not Assist.

Diagnose (Dx)

Use this move to identify the nature of a patient's illness, or triage (prioritize) them for surgery. Read more about triage on page 139.

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.

- ✚ 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.

Triage Before Surgery: When a casualty arrives, roll +skill. On a 10+, you take +1 forward on your next move 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 is worse than initially suspected. 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.
- ✚ Another medic disagrees with you about the diagnosis (you and all other medics working on this patient each take 1-stress).
- ✚ The patient's blood pressure is too low (you and all medics each take –1 ongoing for Treat moves on this patient).

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

Prescribe (Rx)

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

In General Practice: To prescribe drugs or medication, 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 (Doc), dentist (Doc), or nurse-anesthetist (Angel) to supply general anesthesia before surgery and to monitor the patient's blood pressure, pulse, and breathing during the operation.

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 take quick action to 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 stress condition, or in hopes of healing a physical wound.

For Therapy: To begin therapy, roll +skill. Regardless of the result, you can fill out paperwork to return your patients to duty or send them home, but you'll answer for any consequences. 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 make another hard move, like giving you stress or a stress condition.

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): Choose a trauma clock and roll +skill. On a 10+, remove one segment from the clock. On a 7-9, remove one segment, but the CO chooses one:

- The patient worsens unexpectly. 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 any hit or miss, if you think the patient can still be saved, make another Tx move.

Complication (triggered)
When you trigger Complication, spend 2-stock, take 1-stress, and the CO chooses two:

- You cause harm; fill one segment of the countdown clock and add 1-harm to the clock you were working on.
- You distract another medic, and the CO chooses one standard Treat consequence (page 84) for that medic's patient.
- Impose one debility on the patient: disfigured (–1 Luck), shattered (–1 Nerve), broken (–1 Skill), or crippled (–1 Tough).
- Divide 4-stress, evenly or unevenly, among everyone working on this patient.
- Expect someone to file a report on you, likely followed by a visit from the Office of the Surgeon, Far East Command.

Malpractice (triggered)
When you trigger Malpractice, spend 3-stock, take 2-stress, and the CO chooses two:

- Your ineptitude fills three segments of the countdown clock.
- Add 2-harm to the clock you're working on, plus 1-harm to every other wound.
- Impose a debility: disfigured (–2 Luck), shattered (–2 Nerve), broken (–2 Skill), or crippled (–2 Tough).
- If the patient survives, he remains unconscious for at least 1d6 days. Afterwards, he exhibits acute stress displayed by an emotional, mental, or physical condition:
  - blindness (temporary)
  - confusion (identity crisis)
  - depression (suicidal thoughts)
  - flashbacks (disturbing recurring visions)
  - irritability (outbursts of anger)
  - nightmares (disturbing recurring dreams)
- Your ineptitude will certainly be reported. Expect a visit from the Office of the Surgeon, Far East Command.


ORDERLY ROOM
KNOCK BEFORE ENTERING
REMOVE YOUR HAT
STATE YOUR BUSINESS
BE BRIEF

4: WELCOME TO THE 99TH

"I had never seen a MASH before. I thought I had an idea of what to expect, but even in the glaring midday sun I never would have recognized as a medical facility the conglomeration of dark brown tents, the sides down and tied, that appeared … in the field away from the dusty dirt road." [25]

In the US Army hierarchy, your unit is designated '8099 Army Unit, Mobile Army Surgical Hospital,' but most personnel refer to it as 'MASH 8099,' 'the 8099th,' or simply 'the Niners.' This fictional MASH is inspired by the combined experiences of all the historical units that served in the Korean War.

Your first look at the 8099th MASH will probably be the inside of the hospital tent, unless you're fortunate enough to arrive between waves of incoming wounded. When there's time to relax (between sleeping, eating, and working), you'll quickly be able to grasp the basic operation and layout of the compound.

25. Otto Apel, surgeon, MASH 8076. From *MASH: An Army Surgeon in Korea.* By Otto Apel M.D. and Pat Apel. Chapter 2, paragraph 28. Kentucky: University Press of Kentucky, 1998.

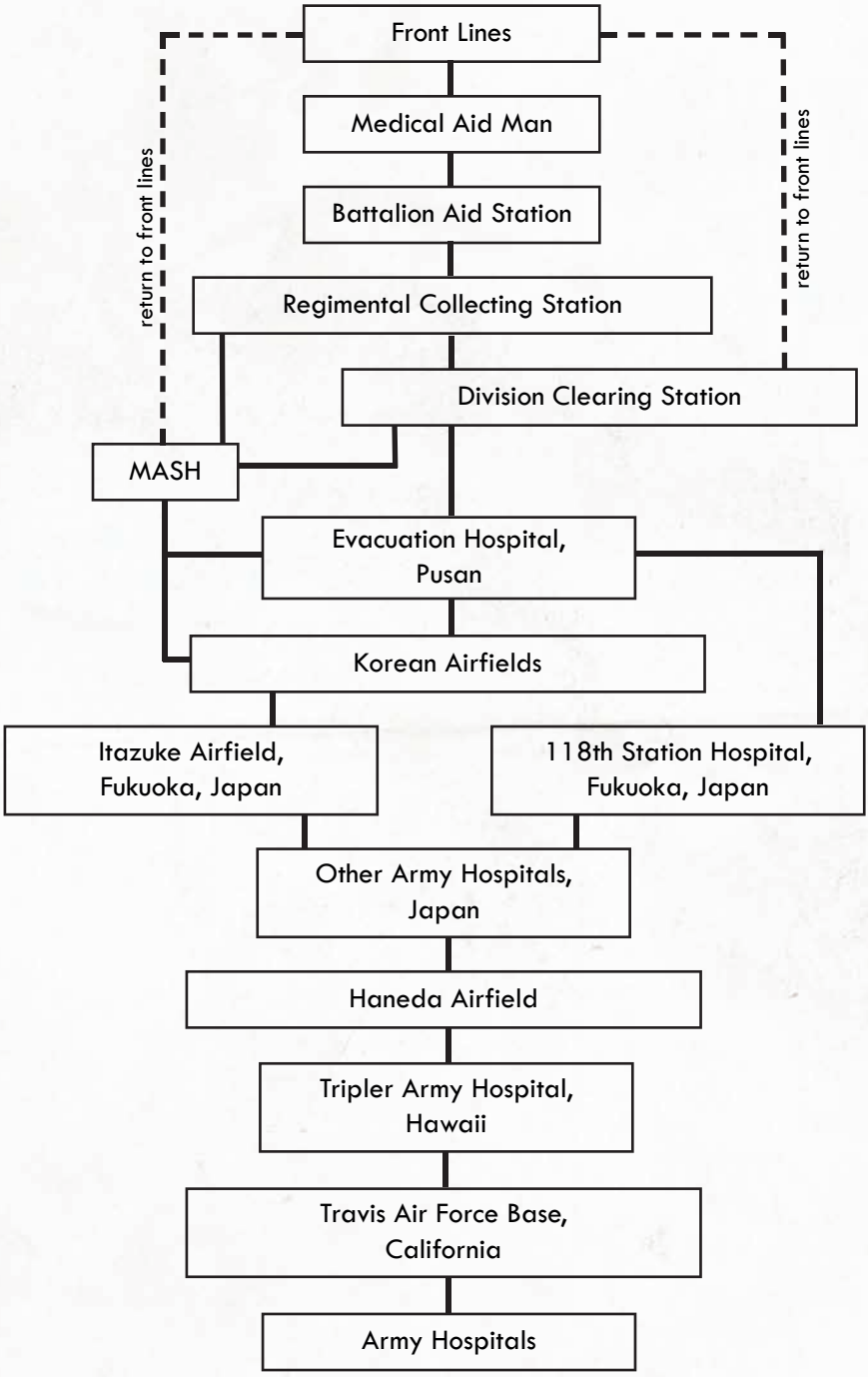
You Report to...

The 8099th MASH operates under I Corps, one of the first three US Army corps (I, IX, and X) formed in the Korean War. These corps are the Army's largest tactical units, each serving as command and control for two to five infantry divisions, plus various combat support (*e.g.,* artillery, engineer, and anti-aircraft) and multiple combat service support (*e.g.,* medical, signal, transportation, and quartermaster) formations. Whenever the 8099th needs instructions, supplies, or support, it calls I Corps (pronounced "*Eye Kor*"). The I Corps insignia is a white ring inside a black disc.

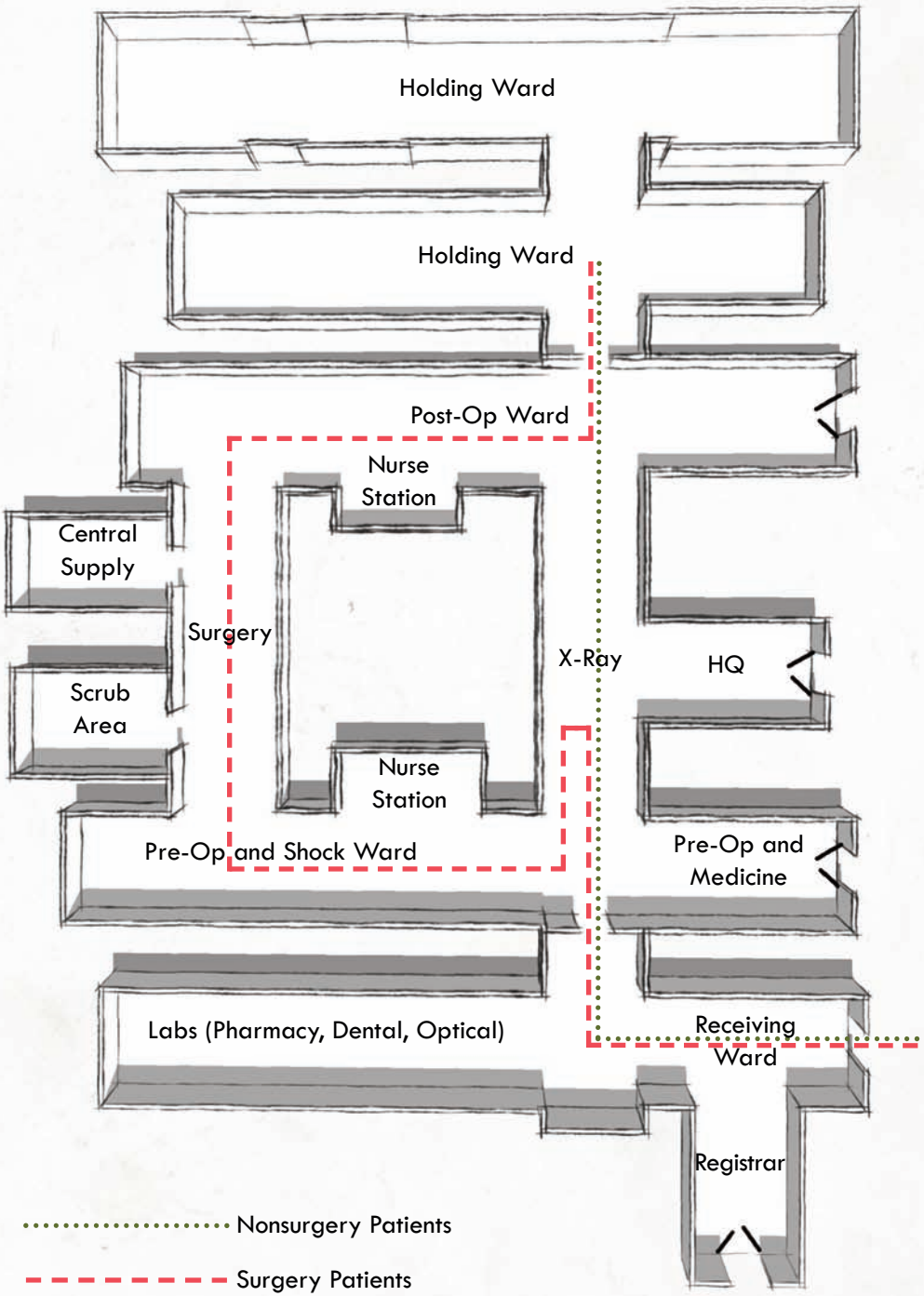
You Support...

You'll receive the majority of your patients from I Corps forces after they are collected from the front lines and gathered at battalion aid stations. From there the chain of evacuation heads to the regimental collection station. If they can be stabilized for transport, they journey to a clearing station ward, which can send patients back to the front lines, to a MASH, or evacuate them to an Army hospital in Japan. Patients arrive at the MASH by helicopter, ambulance, or litter jeep. Some soldiers will eventually return to the front, while patients not expected to return to full duty within 30 days or less are evacuated to a semi-mobile evacuation hospital or hospital ship, then to Japan before eventually returning to the United States.

The 8099th MASH also receives casualties from other corps, and even enemy prisoners of war, depending on what nearby forces are in conflict. Interactions with other MASH units are mostly limited to radio calls for supplies or for the transfer of patients and personnel.



Although oversimplified, this schematic indicates the main lines of evacuation. Within Korea, medical evacuation occurs by road (walking, litter, field ambulance), rail (ambulance train), or air (helicopter). Between Korea and Japan, movement is by US Air Force aircraft or US Navy surface vessels. Within Japan, movement takes place by road, rail, or air. Between Japan and the continental United States, movement is by air or sea.


Holding Ward
Holding Ward
Post-Op Ward
Nurse Station
Central Supply
Surgery
X-Ray
HQ
Scrub Area
Nurse Station
Pre-Op and Shock Ward
Pre-Op and Medicine
Labs (Pharmacy, Dental, Optical)
Receiving Ward
Registrar
Nonsurgery Patients
Surgery Patients

The Hospital

The main feature of a MASH is the hospital, a collection of brown tents and prefabricated huts constituting: the receiving ward, pre-operative and shock treatment ward ('pre-op'), x-ray section, three to four patient capacity surgery tent ('the operating room, *aka* 'OR'), 200-cot post-operative ward ('post-op'), and holding ward(s). Other attached tents give access to the registrar/orderly room, the 'central supply' (for sterilized items, specifically), scrub room (with large sinks or 5-gallon buckets, plus hooks on the walls for uniforms and various medical supplies), shared pharmacy and laboratories, nurses' stations, and the detachment headquarters tent (the CO's office, public address system, and company clerk's desk). Sandbags—a layer or two deep and several layers high—surround the patient care tents.

Additional stores of non-sterilized items like bandages, dressings, blankets, and litters are kept in a secondary supply tent (outside of the hospital tent) or remain on the supply trucks until needed. Blood banks and gasoline-powered electrical generators are built into pull-behind truck trailers for rapid transport during a bug out.

At the onset of hostilities in the summer of 1950, each post-op ward was a 60-bed unit—at least on paper. The high casualty rate meant that the doctors could potentially see 400 patients a day, so each MASH's post-op ward quickly became a 200-bed unit. When the tactical situation stabilized in the winter of 1951-1952, mobility became less of a priority. This allowed the MASH to make semi-permanent improvements, like replacing the operating room's wooden plank floor with a poured concrete one, or upgrading its canvas structure to tin. The starting size of your MASH depends on your CO and when (historically speaking) your game begins.


Minefield
Guard Post
Water Tower
Korean Workers
BOQ
BOQ
PX
Supply
Mess Hall
Nurses' Quarters
Hospital
Chief Nurse
VIP
CO
Chaplain
Guard Post
BOQ
BOQ
BOQ
Club


Landing Zone
Helicopter Detachment
1SG
MASH 8099
Trash Dump
Enlisted Quarters
Motor Pool
N
Laundry
Showers
BOQ
Minefield

Other Features

Depending on where your MASH ends up after your next bug out, you may be setting up camp by an abandoned barn, schoolhouse, rice mill, or church. If the structure is habitable, it will surely get incorporated into the hospital section.

Besides the hospital, perhaps the second-largest public structure is the kitchen and mess; open 24 hours with coffee and some kind of chow, the mess also serves as indoor chapel, movie theater, and all-purpose party area. Other structures include the laundry, latrines (crude wooden huts or tent-screened trenches), shower (often a converted delousing tent, operating on separate schedules for men and women), and supply tent. A single tent houses a small PX, post office, a few shelves of books to serve as a library, and a barber (if any). There is, of course, a motor pool hut (outside of which are parked jeeps, supply and water trucks, and some pull-behind cargo trailers) and many living quarters—including at least one tent for Korean workers.

As each camp is established, hired South Koreans mark the edges of the paths between tents with small white rocks. When night falls, you'll notice that these effectively catch the light from the moon or your small flashlight, making them invaluable at times when you need to quickly traverse the compound during a blackout. Sentries ring the compound, standing guard and challenging anyone who approaches or is acting suspiciously.

Other features in and around the camp may include a bulletin board, VIP tent, trash dump, minefield, and a dumping and burial ground for amputated limbs. Because a MASH must be ready to pack up and bug out quickly, it's rare to have duplicate facilities (showers, latrines, clubs, etc.) to serve enlisted personnel and officers separately.

All tents are made of dark brown canvas, some of them further covered by camouflage and mosquito netting. A screen door or fly screen is required to keep disease-carrying flies and mosquitoes out.

Enlisted personnel bunk together in several 10-man tents. Nurses work rotations in the hospital and headquarters sections, and bunk together in one large tent. The CO has a private tent, as does the chief nurse, the chaplain, and the first sergeant. Male officers' tents are semi-private, shared by two to three men, and referred to as Bachelor Officer Quarters (BOQs).

Private and semi-private tents start with little more than cots with sheets and two olive drab blankets, footlockers, an oil stove for heat and a gas lamp for light, a small table with water glass and pitcher, and a galvanized iron bucket that serves as an additional latrine during the frigid winters.

Unit Structure

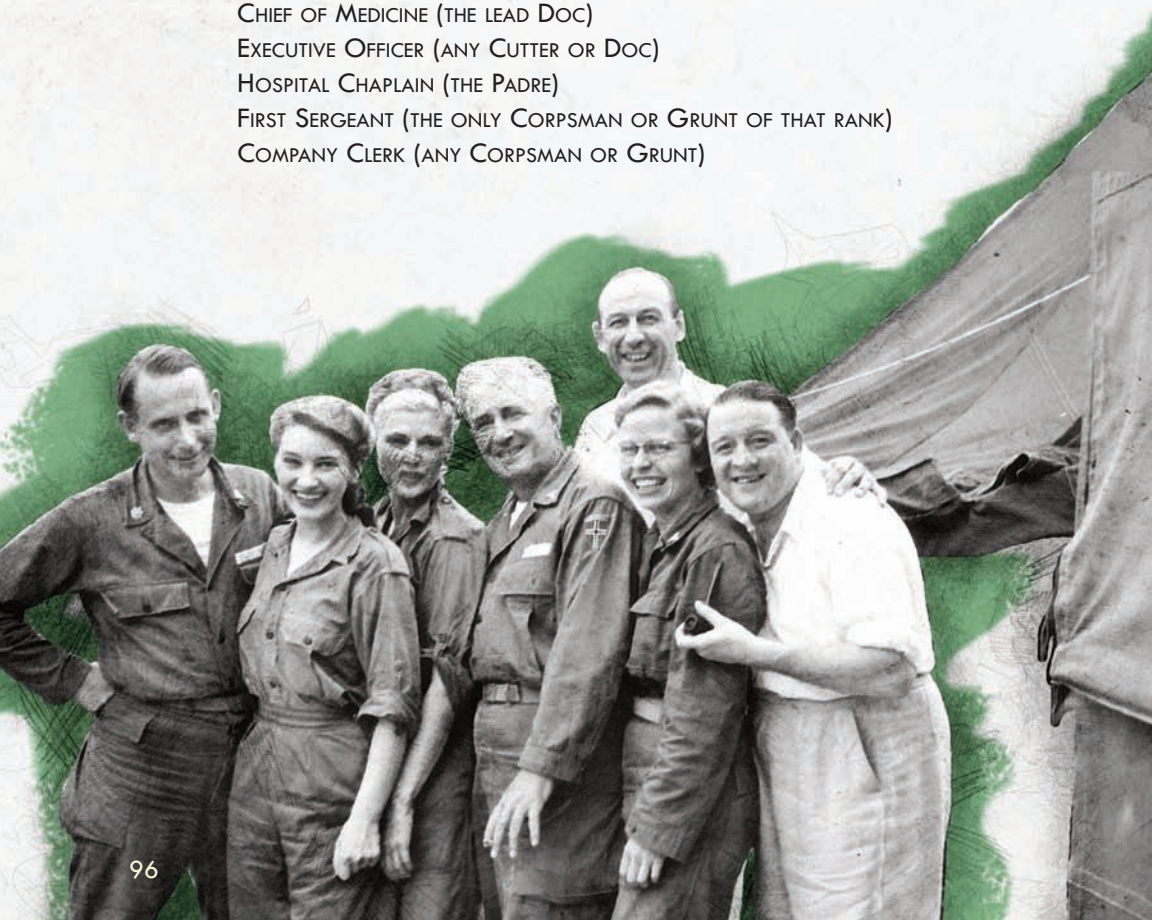
The 8099th is composed of Professional Services and Administrative Services. Both services are managed by the Command Section: a team of officers and enlisted personnel appointed by the CO.

Command Section

These responsibilities are usually filled by the players (and NPCs, where needed), but you only need to worry about the minutiae of your duties if it becomes important to the game—usually when a problem or an interesting event occurs. Otherwise, you can assume that NPCs are taking care of the routine paperwork. The Command Section is also known as the Hospital Headquarters Section.

The Command Section is the...

Chief Medic (the CO)
Chief Surgeon (the lead Cutter)
Chief Nurse (the lead Angel)
Chief of Medicine (the lead Doc)
Executive Officer (any Cutter or Doc)
Hospital Chaplain (the Padre)
First Sergeant (the only Corpsman or Grunt of that rank)
Company Clerk (any Corpsman or Grunt)



Chief Medic

The Chief Medic, also known as the Commanding Officer, controls all activities of the hospital, including its structural layout and the admission and release of hospitalized patients. The CO is too busy with administration and paperwork to participate much in the shenanigans of the players, but usually appears in the operating room scenes and other important parts of the game.

Chief Surgeon

This Cutter supervises the operating tent, is in charge of all surgical situations that occur during his or her shift, and may be called in to assist any shift when needed. The Chief Surgeon is also responsible for requisitioning surgical supplies and instruments, and for the evaluation and training of the other doctors and surgeons. The Chief Surgeon is also the Deputy CO for Professional Services.

Chief Nurse

The Chief Nurse advises the CO on all nursing activities, supervises the nursing staff, and is responsible for her nurses' assignments and professional development. The Chief Nurse is always an Angel.

Chief of Medicine

This officer is responsible for all patients with non-surgical illnesses. The Chief of Medicine determines what treatments they need, and when they should be evacuated or returned to their unit. This position is usually filled by a Doc.

Executive Officer

The Executive Officer, or XO, directs administrative activities for the hospital and functions as the chief of Administrative Services. The XO's job is often to follow-up on and correct problems that couldn't be solved by the Administrative Services' staff. The XO is usually a Cutter or Doc.

Hospital Chaplain

The unit's only Padre functions as the staff officer for all matters involving the intersection of religion with Army policies and personnel. The chaplain is ordained clergy who provides counseling, moral support, and religious services for the entire MASH.

First Sergeant

This most senior enlisted representative advises the CO on all matters pertaining to the welfare, morale, assignment, reassignment, promotion, and discipline of enlisted personnel. The first sergeant provides counsel and guidance to NCOs and junior enlisted, and may assist with medical situations. Fill this position with a Corpsman or Grunt.

Company Clerk

This enlisted representative performs typing and administrative duties, maintains files and logs, and acts as switchboard and radio operator for the Command Section. Use a Corpsman or Grunt.

Professional Services

(17 Nurse Corps, 14 Medical Corps, 2-5 Medical Service Corps officers)

A well-staffed roster of medical personnel includes 17 Army Nurse Corps officers (10 general-duty nurses, five surgical nurses (scrub and circulating), and two nurse-anesthetists).

It also includes 14 Medical Corps officers (five surgeons, four general-duty doctors and one internist to handle non-surgical general practice, two anesthesiologists, one radiologist, and one dental surgeon for teeth and fractured or mangled jaws).

Also present are two to five Medical Service Corps officers (usually an administrator, pharmacist, and optician, but there might be a psychiatrist, a sanitary engineer to oversee water supply, or even a bacteriologist, biochemist, parasitologist, or serologist).

Administrative Services

Many personnel have more than one military occupational specialty (MOS), and can handle multiple jobs when assigned. Sections of the Administrative Services include:

Chemical (4+ enlisted)

This section is in charge of decontaminating vital areas and material, and employing smoke to hide the MASH if it ever comes under direct bombardment.

Engineering (19+ enlisted)

This section is responsible for a myriad of responsibilities that keep the MASH functioning. Perhaps the foremost is weatherproofing, heating, plumbing, and lighting the hospital, but they are also in charge of the camouflaging, construction, and maintenance of roads, landing zones, minefields, and tents and other structures.

Mess (7 enlisted)

A head cook (usually a staff sergeant) manages three cooks and three 'kitchen police' who are responsible for food preparation and serving, scrubbing pots, wiping tables, and other chores. Casualties arrive around the clock, so the mess is open 24 hours.

Military Police (10 enlisted)

Working in day and night shifts, 10 guards patrol the compound and monitor any POW casualties and exchanges.

Ordnance (13+ enlisted, 1 warrant officer)

There are at least four enlisted men handling the supply and maintenance of ordnance materials (weapons and ammunition), plus a warrant officer and about eight or nine enlisted men assigned to the motor pool, with its jeeps, trailers, and supply and water trucks. The most urgent supplies can be flown in by helicopter, with other frequent resupplies traveling by truck. Because the local water is usually contaminated and unsuitable for drinking or cleaning, the water trucks are also in frequent operation, traveling back and forth from the nearest corps water point.

Personnel and Administration (10+ enlisted)

This section handles the basic duties of sending and receiving mail, managing any PX or library functions, clerk/stenographer functions, and any personnel planning for both the Professional and Administration Services.

Quartermaster (14 enlisted)

These personnel procure food, clothing, and supplies (both medical and general issue) for the hospital and camp. They also operate the showers and the hospital laundry; MASH personnel must wash their own clothes. The quartermaster section is also responsible for Graves Registration—identifying unknown dead and accounting for their personal effects, and processing the bodies for burial in an established cemetery or for further evacuation.

Registrar (7 enlisted)

Under the supervision of a doctor or nurse, the orderlies of this section handle the constant stream of patient records and determine which patients get evacuated (and to where).

Signal (5+ enlisted)

The Signal Corps is responsible for operating and maintaining a 10-line switchboard and all other communications equipment, as well as any work involving photography or motion pictures.

Ambulance Platoon

(1 lieutenant, 1 first sergeant, 2 staff sergeants, and 30 enlisted mechanics, drivers, and loaders)

Although the platoon of the fictional 569th Medical Ambulance Company is officially a separate unit with its own personnel and motor pool, it operates seamlessly with the 8099th. They do not treat the wounded, only transport them. Its motor pool features 10 ambulances, two trucks, and a 1-ton cargo trailer.

Helicopter Detachment

(4 WARRANT OFFICER PILOTS, 4 ENLISTED MECHANICS)
Aeromedical evacation is handled by the fictional 5th Helicopter Detachment, billeted with the 8099th. The copters sit outside of the MASH compound on a hill or cleared area. Two or three other areas are cleared and used exclusively for landing zones.

South Koreans

(6+ SOUTH KOREANS)
The enlisted personnel are supplemented by Korean Service Corps laborers and other hired civilians. South Korean boys often loiter in camp and can be hired as 'houseboys' for $2 or more per month to do laundry, make your bed, shine your shoes, and tidy your tent.

Other Nations

As part of the US Army, it's rare for the 8099th to house any attached personnel from another country—even a UN ally who's there on temporary assignment—but you can certainly work one into the fiction if you want to.

Historically speaking, medical personnel come from India, Denmark, Italy, Norway, or Sweden. Infantry and other combat units (air, artillery, and naval) come from the United Kingdom, Canada, Australia, Turkey, the Philippines, Thailand, Colombia, the Netherlands, Greece, New Zealand, France, Belgium, Ethiopia, South Africa, Japan (unofficially), and Luxembourg.

Getting Paid

"The black market was a significant factor economically. Cigarettes, sugar, coffee, and even tea were among the items that, being scare, commanded exceedingly high prices. Military scrip was very much in demand, and real greenbacks sold at extraordinary premiums. Many, many soldiers routinely (but illegally) supplemented their pay through transactions, which they hardly bothered to hide, on the money market." [26]

Army personnel get paid in paper 'scrip' (military payment certificates, or MPCs) in order to keep US currency out of the local populace and thus avoid destabilizing the country's economy. Scrip is issued in increments between 5 cents and 10 dollars.

You can spend scrip at a Post Exchange (PX) base store or any US facility to buy basic consumer goods (like razor blades, cigarettes, or shaving cream) or luxury goods (such as cameras, watches, or record players). Every serviceman has a PX identification card, but PXs do sell soap and cigarettes to civilians, who then sell those items on the black market. The largest PX is in Tokyo—a former department store in the Hattori Building in the Ginza shopping district—but there are also PXs in Pusan, Seoul, and other cities. Scrip can be converted to dollars or local currencies when returning home or going on leave. South Koreans usually accept scrip on par with dollars, since they can spend it on the black market.

Focus on money only when it becomes an important part of your game. For instance, you might want to raise money for orphans or pay off a gambling debt. Otherwise, you can ignore it or use it as you prefer.

26. Lt. Col. Charles M. Bussey, US Army, Ret. From *Firefight at Yechon: Courage and Racism in the Korean War*. By Charles M. Bussey. Page 43. New York: Macmillan Publishing, 1991.

Because black marketers and corrupt officials often manipulate the conversion rates for higher profits, the Army will sometimes order current scrip to be exchanged for scrip of a different color, usually with only 24 hours' notice. After the deadline, old scrip is worthless.

If you want to send money back home, you can assign an allotment that the military will pay to an individual or a bank account. There's a space for this on your printed playbook.

Pay Grades and Monthly Starting Wages*

E-1: Private (PVT; less than 4 mo served) $86.00
E-1: Private (PVT; 4+ mo served) $91.20
E-2: Private (PV2; 6+ mo served) $93.80
E-3: Private First Class (PFC) $108.37
E-4: Corporal (CPL) $135.30
E-5: Staff Sergeant (SSG) $161.24
E-6: Sergeant First Class (SFC) $195.81
E-7: Master Sergeant (MSG) $228.89
E-7: First Sergeant (1SG) $228.89

W-1: Warrant Officer (WO) $219.42**
W-2: Chief Warrant Officer (CW2) $264.82**
W-3: Chief Warrant Officer (CW3) $302.64**
W-4: Chief Warrant Officer (CW4) $332.90**

O-1: Second Lieutenant (2LT) $222.30
O-2: First Lieutenant (1LT) $259.36
O-3: Captain (CPT) $326.04
O-4: Major (MAJ) $400.14
O-5: Lieutenant Colonel (LTC) $474.24
O-6: Colonel COL) $592.80
O-7: Brigadier General (BG; 1 star) $800.28
O-8: Major General (MG; 2 stars) $963.30
O-9: Lieutenant General (LTG; 3 stars) $1,146.63
O-10: General (GEN; 4 stars) $1,379.97
Special: General of the Army (GOA; 5 stars) $1,879.93

*Pay packets arrive at the middle and end of the month.
**Pilots receive an additional $100 per month.

Basic Allowance for Subsistence (BAS)

You receive an additional $45 each month to cover the cost of meals, but it's usually removed from your pay packet before you see it. Thus, it's not included in the monthly wages shown on page 103.

$1 Conversion Rates

A single US greenback may not seem like a lot of money now, but times have changed. A dollar bill in the 1950s is roughly equivalent to nine dollars in 2017!

- 9 dollars (c. 2017)
- 360 Japanese *yen*
- 6,000 South Korean *won* (official rate)
- 27,000 South Korean *won* (black market rate)
- 60 South Korean *hwan* (replaces *won* on Feb 15, 1953)
- 270 South Korean *hwan* (black market rate)

Sample Purchases

To get a sense of how much items cost in the early 1950s, consider the following examples. Except for a couple of items specifically noted as Korean or Japanese (houseboy services and prostitutes), all prices are roughly what the item costs in the US. You can probably find a cheaper local version, but it may be of lower quality.

Things worth $1

- 1 meal (sandwich, juice, and slice of pie)
- 1 roll Brownie color film (12 exposures)
- 2 rolls Brownie b&w film (12 exposures each)
- 2 pounds of steak
- 2 pairs of nylon stockings
- 3 pounds of coffee
- 3 pounds of hamburger meat
- 4 ballpoint pens
- 4 dozen eggs
- 5 gallons of gasoline or milk
- 8 loaves of bread
- 10 cans of tomato soup
- 10 pounds of sugar

Things worth $5

- 1 ladies' blouse
- 1 leather jacket
- 1 men's shirt
- 1 mechanical adding machine
- 1 Brownie Hawkeye still camera ($7 incl. flash)
- 1 roll blank 8-mm Kodak color film (4 min, incl. processing)
- 2 rolls blank 8-mm Kodak b&w film (4 min ea, incl. processing)
- 2 months of Korean houseboy services

Things worth $15

- 1 pair men's dress shoes
- 1 electric shaver

Things worth $20

- 1 Singer sewing machine
- 1 rollaway bed with blanket, sheets, and pillow
- 1 suitcase
- 1 night with a Tokyo prostitute

Things worth $50

- 1 ladies' cashmere coat
- 1 men's suit
- 8-mm Kodak Brownie movie camera

Things worth $75+

- 8-mm Cine-Kodak Reliant movie camera: $83
- 35-mm Kodak Signet 35 still camera (military grade): $95
- Television (20-inch b&w): $230
- Washing machine: $300
- Diamond ring (1 carat): $400
- College tuition (incl. books, fees, room and board): $1,375
- Average car cost: $1,500
- Median home price: $14,500

Equipment

"...when I called for Ordnance support a captain showed up and declared that … he couldn't replace the sight unless it was actually broken. I asked the chief of section to hand me the pickax leaning against the gun pit and with a single stroke demolished the copper cylinder housing the glass vial. Then I handed the damaged sight to the astonished captain, and suggested that he find a replacement. It turned out that he had a new sight in his 3/4-ton truck." [27]

Each MASH unit should have enough medicine and food for its patients and personnel, plus reserve stores of bandages, dressings, blankets, and litters, though an event might occur where you have too much—or not enough—of something. Most items are mundane Army supplies with nothing particularly unique about them.

You arrive with little more than the clothes you wear, basic sundries, and a couple of unique personal items—a bundle of letters, a framed photograph, an heirloom pocketwatch, a baseball cap, etc—packed into your duffel. If you want to acquire luxury goods and larger creature comforts, you can seek these out during play.

Tags

Whether mundane or unique, all items have one or more descriptive tags associated with them. Tags are used to indicate: rule-altering bonuses or penalties (like [+1 harm]), significant range constraints (such as [range-close]), or important fictional cues ([loud], for instance). Weapons generally have rule and range tags, while other items have only cue tags, but this isn't always the case.

27. Colonel Robert F. Hallahan, US Army. From *All Good Men: A Lieutenant's Memories of the Korean War*. By Robert F. Hallahan. Page 168. Bloomington, IN: iUniverse, Inc.: 2003.

General Issue Tags

Create your own tags if you need something not in the list. You don't need to go overboard, nor do you need to add every tag an item might have. For instance, it's okay to have a [loud] [+1 harm] pistol or a [valuable] wristwatch if the tags matter to the game; otherwise, you can use or ignore tags as you prefer.

Cue tags indicate something notable for an item; the tag doesn't imply anything about other items. For example, a pistol with a [loud] tag doesn't imply that all other pistols without the [loud] tag are silent; it just means that the [loud] pistol is particularly noisy.

[X-ARMOR] Armor reduces any harm dealt to you by X. For instance, a [2-armor] item reduces 2 points of incoming harm. If the tag indicates a location, armor only applies at that location. For example, jeeps have [1-armor front/rear], indicating the tag applies only against attacks from front and rear—because jeeps have no doors.

[–/+X% CAPACITY] An item with this tag can fail to meet (or exceed) the manufacturer specifications for how much it can carry. For instance, a GMC cargo truck has a [+100% capacity] tag, indicating that it can carry 5 tons of cargo although only rated for 2-½.

[X-HARM] These tags indicate how much damage the item inflicts. For instance, a [2-harm] pistol inflicts 2 points of damage.

[–/+ HARM] This item deals fewer or more points of harm due to some special cue like 'broken' or 'high-powered.' For example, you could have a [2-harm] pistol with a [high-powered +1 harm] tag, inflicting a total of 3-harm.

[–X/+X MODIFIER] This tag indicates a penalty or bonus to your roll, in all situations or under specific circumstances. For instance, a drug that gives [–1 Tough when ingested] or a vehicle that has [+1 power in mud].

[X RELOAD] This tag shows how many uses an item has before it has to be reloaded. Firearms in the weapons list are shown with a fully-loaded tag; items may not be fully loaded when found during play.

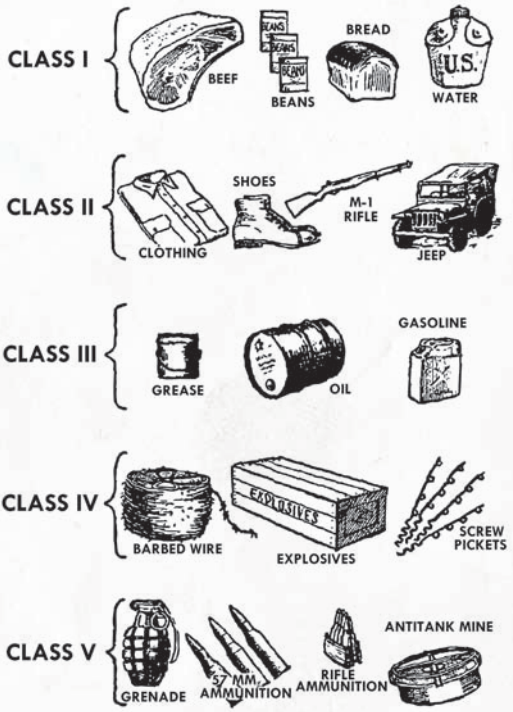
[AP] A weapon with this armor-piercing tag is required to Clobber armored vehicles; subtract armor from harm before dealing damage to the vehicle crew.

[AREA] A weapon with this tag hits everyone in the specified area.

[AUTOFIRE] When you fire this weapon, you can attempt to hit multiple targets, but then must immediately [reload]. Make a Clobber move. On a 10+, you hit every target at least once. On 7-9, you hit only half the number of targets.

[AWKWARD] This item is cumbersome or unwieldly. It will take extra care and time to use.

[CLASS #] This item has an Army classification of I through X. Class I items are food, rations, and other free health and comfort items. Class II includes first aid field kits, clothing, weapons, vehicles, radios, tents, hand tools, and spare parts. Class III features fuel and lubricants, while Class IV features special tactical equipment including fortification/construction material and cold weather clothing. Class V covers types of ammunition. Class VI includes nonmilitary personal items like toothpaste, soap, alcohol, and cameras, while Class VII covers tanks and other major mobile items. Class VIII features all medical equipment and repair parts as well as consumables such as blood components and drugs. Class IX includes miscellaneous maintenance and repair parts not covered under previous classes. Class X features material to support agricultural, economic, and other non-military programs.



[COUNTDOWN] This item has a fuse or timer and activates automatically after the listed number of seconds. For instance, a grenade with [5 countdown] detonates five seconds after releasing the fuse lever.

[DANGEROUS] Don't use this item carelessly or without taking proper precautions, or you may suffer potentially fatal consequences.

[LOUD] An item with this tag is very noisy. You're going to be noticed when you use it.

[MPH] Use this tag to indicate the vehicle or item's top speed, though half of that speed (or much less, considering the poor road conditions) is likely unless you're flying or are on a long straight road.

[RANGE] There are a variety of [range] tags, each determining how far you have to be from the target in order to Clobber with this item. From closest to farthest, these tags are: [range-intimate], [range-arm], [range-close], [range-close/long], and [range-long].

- [RANGE-INTIMATE] You'll need to be closer than arm's reach.
- [RANGE-ARM] The target is basically within arm's reach; you don't need more than one step to get there.
- [RANGE-CLOSE] The target is fairly close to you; you can have a conversation even if you have to shout.
- [RANGE-CLOSE/LONG] You can use this item whether the target is close or far away.
- [RANGE-LONG] You can clearly see the target's silhouette, even if you can't distinguish fine details. You may be able to hear the target shouting, but can't distinguish the words.

[REQUIRES] This item requires either another item to be used in conjunction with it, or an operator with a specialized knowledge of how the item works. For example, a helicopter or tank has a [requires training] tag, indicating that the operator must have been trained to use this vehicle. Otherwise, it works poorly—if at all.

[STUN] This weapon inflicts no harm, only unconsciousness.

[TIME] This item takes uninterrupted time to use; it doesn't function instantly. As with [range], you can specify how much time is needed. From shortest to longest, these tags are: [time-seconds], [time-minutes], [time-hours], etc. If you want to get really specific, add numbers such as in [time-30 seconds].

[TOUCH] You have to touch this item to whatever (or whoever) you're using it on. It can't be used at any distance.

[VALUABLE] This item is worth more than most others of its type.

Arms and Ammunition

Although combat isn't the central focus of a *MASHED* game, you may occasionally find yourself in a hostile situation—perhaps even under fire on the front line or cut off in hostile territory! Use these pieces of equipment and tags when appropriate.

Tags: All items in this category are also tagged [class V].

PISTOL. The standard sidearm is the .45 caliber M-1911 A-1, a large semi-automatic pistol. These are most common among officers and other personnel who don't routinely carry a rifle. Under the Geneva Conventions, medics are listed as non-combatants and can only carry pistols in combat zones.

Tags: [2-harm] [range-close] [7 reload]

RIFLE. The M1 Garand is the basic shoulder weapon for UN forces.

Tags: [3-harm] [range-long] [8 reload]

RIFLE, AUTOMATIC. The principal weapon of the rifle teams is the Browning Automatic Rifle.

Tags: [3-harm] [range-long] [autofire] [20 reload]

SUBMACHINE GUN. The compact M3 and M3A1 are popular among tank crews. They are sometimes called 'grease guns' for their resemblance to that mechanics' tool. North Korean and Chinese troops carry a Type 50, which UN troops refer to as a 'burp gun' because of the sound it makes when firing.

Tags: [2-harm] [autofire] [range-close] [30 reload]

Machine Gun (infantry). Infantry machine guns include the light M-1919 [3-harm] and the high-powered heavy M-1917 [4-harm].

Tags: [3- or 4-harm] [autofire] [range-close/long] [250 reload]

Machine Gun (fixed). The MG M2HB is a good example of a semi-fixed or mounted gun used primarily as an anti-vehicular weapon.

Tags: [4-harm] [autofire] [range-long] [110 reload] [loud]

Grenade (fragmentation). The MK1 and MK2 hand grenades deal [3 harm] to targets within 5 to 10 yards of the explosion, or [1 harm] on up to 1000 targets within 10 to 50 yards. They are often referred to as 'pineapples' because of their shape.

Tags: [1 to 3-harm] [3 countdown] [range-close] [area] [messy] [loud]

Grenade (concussion). The cylindrical MK3 hand grenade is used primarily for knocking the enemy unconscious, thus avoiding the problems of a wounded enemy that can still shoot, or sending fragmentation towards friendly forces. It has an effective casualty area of about 2 to 3 yards in open areas, with greater overpressure effects in closed areas.

Tags: [stun] [5 countdown] [range-close] [area] [messy]

Grenade (chemical). These white phosphorous grenades have a burst area of about 25 yards and burn for nearly a full minute.

Tags: [5-harm] [4 countdown] [range-close] [area] [messy]

Recoilless Rifle. The M18 recoilless rifle is a prone- or shoulder-fired anti-tank weapon, and is also used against machine gun nests.

Tags: [7-harm] [AP] [range-close/long] [1 reload] [loud] [messy]

Rocket Launcher. The M20 Super Bazooka is a portable anti-tank weapon, firing shaped charges with significant destructive capability.

Tags: : [8-harm] [AP] [range-long] [1 reload] [messy] [loud]

Mortar. The M49A2 HE and similar tripods are anti-personnel weapons that launch high-explosive shells at high angles. They deal [4-harm] to targets within 17 yards of the fragmentation and [2-harm] on up to 200 other exposed targets within 1000 yards.

Tags: [2- or 4-harm] [range-long] [1 reload] [messy] [loud]

Armor

Except when serving directly on the front lines, medical personnel don't wear body armor.

Nylon Vest. This laminated one-piece covers the front and back torso, along with a groin 'apron,' and is worn under clothing.

Tag: [1-armor]

Armor Jacket. These zippered nylon vests are worn over clothing, and protect against most shell fragments and pistol bullets. Unfortunately, they are heavy (8 to 12 pounds, depending on which combat test version you have), very uncomfortable, and distribution is scarce. Significant quantities of the final M1952 version don't arrive in Korea until early 1953. *aka* Marine vest, flak jacket.

Tags: [2-armor] [–1 Skill]

Sandbag. Hospital tents are commonly ringed with an interlocking wall two to three sandbags thick, protecting those inside from stray fragmentation. They are less useful against direct fire.

Tag: [2-armor vs fragmentation] [1-armor vs direct fire]

Medical Supplies [stock]

Units of medicine, plasma, suture thread, instruments, and other supplies needed to Treat are abstractly represented as [1-stock]. The OR contains [1-stock] per table, with additional [stock] in central supply, the supply tent, one of the supply trucks, or elsewhere.

When you are forced to spend [1-stock] on a Treat roll, this uses what is immediately on hand. Additional [stock] may be borrowed from other tables, assuming the surgeon in question is willing to let it go. If not, or if all the [stock] is gone, you have to send a circulating nurse or trained corpsman to retrieve replacement [stock] from another location. The CO will advance the countdown clock as appropriate for the game, taking into account any events like a supply shortage.

Field Kit. When patients can't be evacuated to an aid station or a MASH, a medic relies on his trusty—but limited—field kit. The kit contains: a can of ether (for anesthesia), basic surgical instruments (*e.g.,* clamps and scalpels), a few medicine bottles (with antibiotics, aspirin, ointment, thermometer, three syrettes of morphine, etc.), assorted battle dressings (gauze, a piece of rubber for a tourniquet, etc.), safety pins, pocket knife, pencil, and book of forms for recording battle casualties.

Tags: [1-stock] [class II]

Vehicles

Vehicles have special tags that apply only when you're driving or piloting. Add your vehicle's [power] to your roll when you use it to Clobber (fire a mounted gun), Help/Hinder (tow, push, pull, etc.), or Push Your Luck (do something risky). Add its [looks] to your Influence roll. Use its [armor] if someone fires at it. If someone interferes with you (*e.g.,* Clobber, Hinder), they take +1 forward for each [weakness] your vehicle has.

Like humans, vehicles also take harm, but not just from combat and weapons fire. Daily wear and tear can also cause harm; this might come from a hard CO move or as the consequence of a missed Maneuver roll.

Vehicle Harm is Cumulative, and Means...

✚ 1-harm: Cosmetic damage only. Take [–1 looks]

✚ 2-harm: Minor external damage. Take [–1 looks]

✚ 3-harm: Functional damage to one area (*e.g.,* fuel line, tires, engine, brakes, etc.). Take [–1 looks] [+1 weakness] [–1 armor]

✚ 4-harm: Serious damage to multiple functions. Take [–1 looks] [+1 weakness] [–1 armor]

✚ 5-harm: Significant damage that requires a garage for repairs. Take [–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.

All items in this category are also tagged [class VII].

Helicopter. Although the Sikorsky H-5 is a common sight in the skies of South Korea, the Bell H-13 is the primary air ambulance. The H-13 has a bulb canopy, three seats (including the pilot's), and is fitted to carry two litters in balanced gondolas—each covered with plastic domes and equipped with hooks for plasma bottles. For fuel, it has a 61-gallon capacity and a range of about 75-100 miles.

Each MASH has four assigned helicopters. These are used to bring casualties from the front or fetch blood from the rear. They cannot fly at night, nor should they fly under fire (but they do).

Tags: [105 mph] [requires training] [+1 power] [+2 looks] [1-armor] [1 weakness]

Jeep. Army jeeps in Korea include the Willys M38 and M38 A1, along with older World War II models such as the Willys MB and Ford GPW. They are four-wheel drive vehicles with a fuel capacity of 15 gallons. Each jeep can be fitted to carry two litters. Battalion aid, collecting, and clearing stations have one to three litter jeeps each, while an infantry battalion or MASH motor pool may have six or eight. Jeeps are always in transit, and it's fairly easy to find one going your way.

Tags: [65 mph] [+2 power] [+2 looks] [0-armor] [1 weakness]

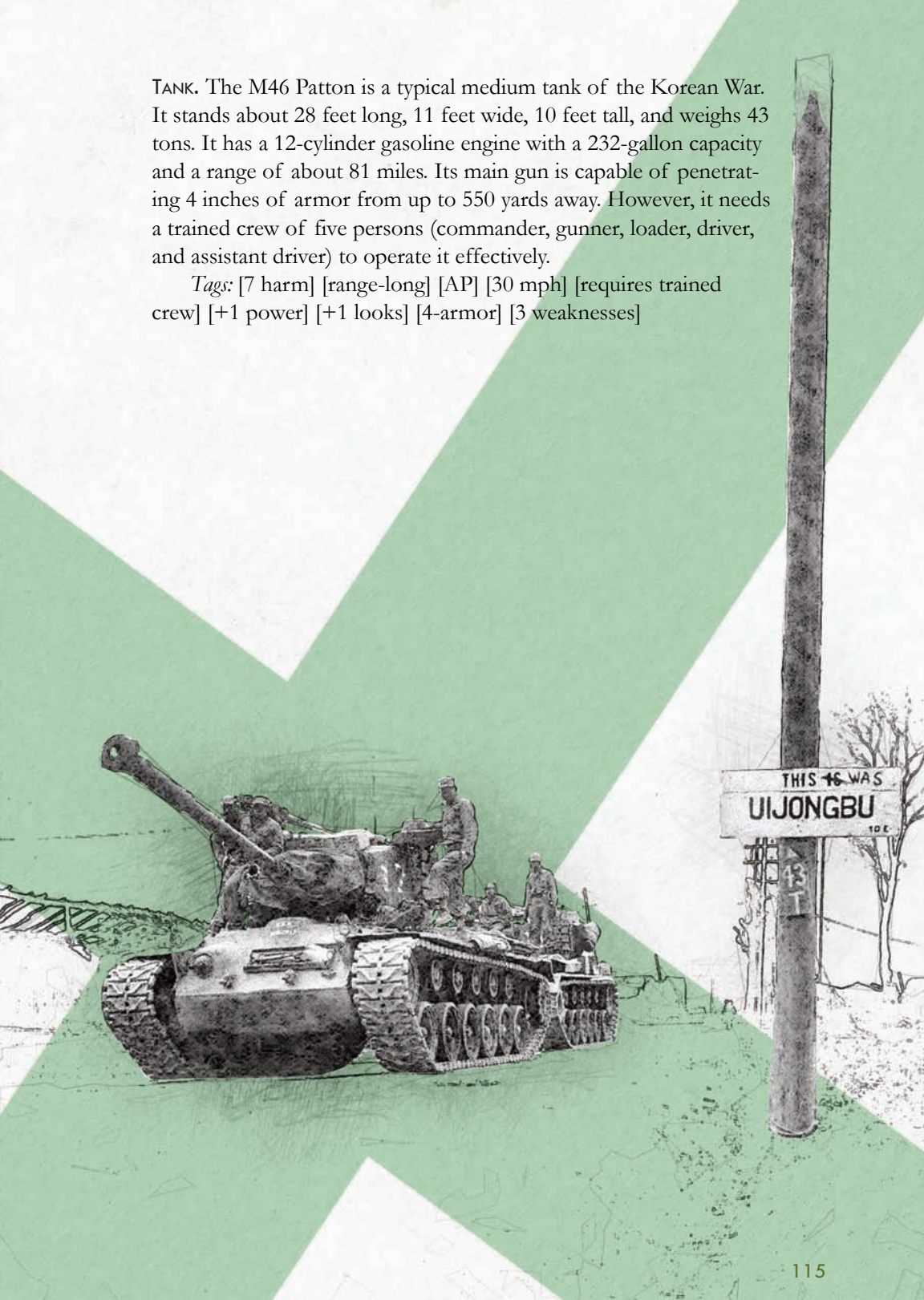
Truck. The Dodge M37 (G-741) is the typical ¾-ton capacity, four-wheel drive truck with a fuel capacity of 24 gallons and speed of up to 55 mph. Ambulances are ¾-ton trucks configured to transport four litters; a fifth wounded may be placed on the floor. The larger 2-½ ton capacity GMC CCKW (or "Gimmy") cargo truck has a fuel capacity of 40 gallons and speed of up to 45 mph.

Each type of truck (mess/kitchen, supply, ambulance, machine shop, motor maintenance, etc.) has two assigned drivers working a 12-hour shift (though many drive 18-20 hours daily). The MASH motor pool typically has 18 trucks assigned to it.

Tags: [+100% capacity] [45-55 mph] [+2 power] [+1 looks] [1-armor] [1 weakness]

Tank. The M46 Patton is a typical medium tank of the Korean War. It stands about 28 feet long, 11 feet wide, 10 feet tall, and weighs 43 tons. It has a 12-cylinder gasoline engine with a 232-gallon capacity and a range of about 81 miles. Its main gun is capable of penetrating 4 inches of armor from up to 550 yards away. However, it needs a trained crew of five persons (commander, gunner, loader, driver, and assistant driver) to operate it effectively.

Tags: [7 harm] [range-long] [AP] [30 mph] [requires trained crew] [+1 power] [+1 looks] [4-armor] [3 weaknesses]



5: BEING IN COMMAND

"The first thing I decided to do was to shape this outfit up and bring it back to Jesus, so to speak. They all had long hair, they all had mustaches and beards and I said 'This has got to end right now. This regiment is going to shave clean by Monday morning.' Well, that didn't set well at all." [28]

While other players have only one character, the CO is in charge of the world—playing all of the background non-player characters (like the camp's commanding officer), and introducing events, other characters, and threats to challenge the players.

This may sound like a lot, but it really boils down to just talking with your group. Ask them questions and give them choices in order to provoke a response.

Fortunately, this chapter provides a number of CO tools—agenda, principles, moves, threats, events, details on running your first session, and more—that you can use to guide your game and refer to whenever you get stuck.

28. Colonel Chester B. De Gavre, 65th Infantry, US Army. From Interview with Colonel Chester B. De Gavre. By Clay Blair, Jr. *Combat Leadership in Korea.* US Army Heritage and Education Center, Transcript Collection, n.d.

Your Agenda

"Do you know the difference between fairy stories and war stories? One begins, 'once upon a time…', the other, 'now, this is no shit…'" [29]

If you're playing the Commanding Officer, your agenda includes only three rules, but they are the core of the CO experience. Everything you do should follow this agenda:

Your Agenda

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

Keep Life Interesting

Use a character, camp event, or threat to provoke a reaction, then let the players take it from there. It might be a love triangle, a letter from home, a wave of casualties, a stressed-out medic, a petty theft, a strict new regulation, or anything possible in a MASH compound where dozens of strangers are thrown together in a foreign land. Of course, it doesn't always have to be bad to be interesting; you may instead introduce something to make their lives better.

Make the War Feel Real

When receiving casualties or in the operating room, describe the scene and the patients in as much gory detail as your group is comfortable with. From the literal pile of severed limbs outside of camp, to the spurting artery caused by a wayward scalpel, there's plenty of bloody ground to cover here. The emotional toll of the war is no less dramatic, and you should portray stressed NPCs with outbursts of anger or irritability, numbness, depression, irrationality, or worse.

29. David Stutzman, US Army (Ret.). *Soldiers' Stories.* Page 1. Lulu Press, 2015.

Play to Discover What Happens

Although the overall progress of the war is out of their hands, what happens in the camp should be driven by player actions and reactions. You don't need to (and should never!) plan scenarios with a pre-set beginning, middle, and end. Let the players guide the story, not the other way around.

Ask Provocative Questions to Lead the Conversation

Throughout character and camp creation, and all parts of the game, ask questions. For instance: *"Who makes life difficult for you; how and why?" "What is morale like in your unit; who is desperate to go home?" "Who or what do you miss most from home?" "Who does everyone listen to, even if they aren't the ranking officer; why?" "Who's your best friend in camp?" "Who are you cheating on your spouse with?" "Who do you go to when you need something outside of Army regs?" "What's the worst thing that ever happened on your operating table?"* And so on.

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?"*

Don't be afraid to follow up their answers with *"yes, and," "yes, but,"* and *"yes, except"* statements. For example, perhaps a player says *"I'm cheating on my spouse with Nurse Lynch. We had sex last night in the supply tent."* You might say *"Yes, and what did you do when she said she wanted you to leave your wife?"*, or *"Yes, but you ignored those shuffling sounds outside and didn't realize that people were lining up to watch you through a hole in the tent,"* or *"Yes, except that your company clerk heard that Lynch only had sex with you to win a bet."*

Your Principles

"For his off-base activities, the chaplain had hired two young assistants – a man and a woman. They spoke English. We worked together on the chaplain's projects. We laughed and talked about life. They were nothing like the unfeeling sub-humans we had been told to kill like dogs at Fort Lewis, Washington." [30]

Whenever you're uncertain how to accomplish your agenda, consider the following principles. Use these as inspiration to add comedy, drama, and realism to your game.

Your Principles

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

Speak to the Characters, not to the Players

For instance, you might say *"E.J., you see Colonel Rand stomping angrily towards you. His uniform is rumpled and his hat is askew. He's clutching a brown manila envelope. What do you do?"*

Move Through the Fiction

When you make a Commanding Officer move (see page 122), say what you do rather than the name of the move. For example, your Demand Discipline move could look like this: *"Your commanding officer steps into your tent and tells you that word of your shenanigans made its way up to General Stevens. Thanks to you, he'll be here in two days for a full inspection."*

30. Donald W. Bray (rank unknown), US Army. *The Korean War and Aftermath: A Personal Story*. Page 24. Bloomington, IN: iUniverse, 2011.

Allow for Insubordination

Army regulations haven't been thrown out altogether, but medics in a MASH unit (especially surgeons) can seemingly get away with a great deal, as long as it doesn't interfere with their medical responsibilities or the overall running of the camp.

Treat NPCs Like People

Know what each of your NPCs looks like and let them react to the players according to their personalities. Give them a name, rank, and responsibilities of their own. Let them do things when they're out of the players' periphery. Give each of them motivations that make sense for their characters—motivations that not all players agree with are particularly useful.

As a memory aid, consider basing your NPCs on actors or fictional characters (with different names). Just be sure that they act like real people, not like monomaniacal villains or big damn heroes—except maybe within their own minds.

Bring Changes

Life in wartime is uncertain, and sometimes there's no better way to show this than by unexpectedly killing a favorite NPC. A stray bullet, a landmine, a helicopter crash, or other event could unexpectedly take down a prominent NPC (even the CO; but never a player character). On the other hand, sometimes you might want to introduce something fun. A USO show, an ice cream maker, a truck of steaks, or giving the players what they want—and more. Just remember that their happiness might come at someone else's expense, and thus bring on consequences later.

Give Them a Break

Not every wave of incoming casualties has to be a special event with trauma sheets and medic moves. Sometimes it's okay just to state how many exhausting hours they spent in the OR, and let them walk out of the tent—at which point you can say "What do you do now?"

The CO Moves

"After what seemed like an hour, but was probably only about ten minutes, our medic, 'Doc' Morton, came scurrying down the trench towards me. He shouted in my face, 'Follow me.'" [31]

You set the scenes, ask provocative questions to lead the conversation, put the NPCs into action, and keep the narrative going whenever it threatens to stall. You introduce immediate consequences, especially when a player move results in a miss. These responsibilities and more are your CO 'moves.'

You don't roll dice or state that you're making a move—just weave it into the narrative. If an NPC makes a move (*e.g.,* Influence, Scrounge), just say what happens.

Moves should flow with the fiction, the consequences deriving naturally from past events. When you move, build on existing continuity, events, and personalities; don't add new ones without a good reason.

CO Moves Should...

- **Flow with 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')**

31. Clyde Corsaro, 5th Regimental Combat Team, US Army. From *Voices from the Korean War: Personal Accounts of Those Who Served.* By Douglas Rice. Page 524. Bloomington, IN: iUniverse, 2011.

Soft Moves

You're making soft moves whenever you establish the fiction, introduce situations, and give players a chance to react after a 'weak hit' (*i.e.,* a move result of 7-9). When you make a soft move, follow it up by asking *"What do you do?"* For instance, *"The delirious Chinese POW grabs a scalpel from the tray and staggers to his feet. He doesn't see you. What do you do?"* or *"Your diagnosis reveals that Private Sanders' wound must have been self-inflicted. What do you do?"*

Hard Moves

You make a hard move when you narrate an immediate, irrevocable consequence to an established threat. You might do this when a player ignores the setup that you introduced with soft moves, or when a player 'misses' (*i.e.,* gets a move result of 6 or less).

Make the consequence as light or severe as you want, as long as it makes sense and follows from what's already been established. For instance, you might say *"The delirious soldier turns and sees you. Surprised, he grabs your company clerk and holds the gleaming blade at his throat!"* or *"Private Sanders lies there, motionless. You see what appears to be an empty bottle of pills clutched in his hand."* As always, ask *"What do you do?"*

Sample Moves

Most of the time, you're probably making moves without thinking about it. You're pushing the players to react, and giving them consequences when they 'miss' a move or ignore your foreshadowing. Peruse this list for ideas whenever you get stuck or need inspiration.

Clear the Stage

End a scene when it's no longer moving the fiction forward; don't drag it out or make the players fumble for ideas. Move to a new location and/or jump forward in time.

Announce Surgical Complications

Operations can have undesirable and unexpected complications (*e.g.,* trouble breathing, ruptured organ, excess bleeding) that worsen the countdown or trauma clocks. Impose a new consequence to shake up a trouble-free surgery.

Inflict Stress (as established)
Whenever the players have a dramatic encounter that takes an emotional or physical toll, have them take 1-stress.

Impose a Condition (as established)
Stress can inflict stress conditions that heighten the tension, but NPCs may also give reputation conditions to players—deserved or not. Let them embrace these reputations or fight to change them.

Inflict Harm (as established)
If the characters are in danger, don't hold back on the harm. Inflict whatever is appropriate as established by the weapon or situation. Feel free to modify (+/–) harm depending on range or other fictional circumstances.

Make It About Sex/Gender/Race
Sometimes, it's about what someone loves, hates, fears, or simply doesn't understand.

Make It About Rank/Power
Sometimes it's about rank, but other times it's just a need for control, regardless of rank and the chain of command.

Introduce a Dilemma
Put them in a situation where they don't want to be. Give them at least two solutions to the dilemma, neither of which is favorable.

Demand Discipline
If the players go too far, the Army may crack down, sending a high-ranking officer and using your unit's military police (MPs) to whip the camp back into shape.

Put Them Together/Pull Them Apart
Choose characters that conflict with each other, and put them in a situation where they can't simply walk away—or, when characters need to work together, you might separate them and see how they resolve it alone or how they try to join up again.

Make Them Spend

Hand out biweekly pay packets, but don't track sundries (unless your group enjoys that). Give them emergencies, opportunities, and black market dealings; some things can only be had for money.

Foreshadow

Hint at trouble coming. This might be something big like the rumble of approaching artillery, or something small like footsteps outside of a tent at night. If the players constantly ignore this foreshadowing, make the threat even worse when it arrives.

Threaten

Follow up your foreshadowing with the actual threat, like a camp bug out on an impossible timeline, or a wounded enemy soldier holding a weapon in his shaking hand.

Threats

"Sweating Korean laborers hauled litters in at gunpoint. Stragglers and walking wounded wandered in by themselves and preempted litters needed for more serious cases. Medics stripped the wounded, tossing clothes and armored vests alike onto growing piles of ruined equipment. Sometimes they turned up grenades with half-pulled pins." [32]

Threats are the people, places, and problems most likely to cause trouble for the players. There are five categories of threat, and each one has its own primary impulses (driving forces) for stimulating emotions or generating activity.

- In Your MASH
- Other People
- Afflictions
- Landscapes
- Weather

In Your MASH

Many things can happen in a MASH unit, but here are a few threats that are particularly common.

- Casualties (impulse: to cause stress)
- Confession (impulse: to reveal a secret)
- Homefront (impulse: to create feelings of helplessness)
- New Recruit (impulse: to stand out; generates rivalry)
- Promotion/Medals (impulse: to spread renown; generates envy)
- Sex Symbol (impulse: to arouse and entice)
- Supplies (impulse: to create a need)

32. A battalion aid station scene by Albert E. Cowdrey. From *The Medic's War (US Army in the Korean War)*. By Albert E. Cowdrey. Page 217. Washington, DC: Center of Military History, CMH Publication 20-5, 1987.

Other People

No matter where you go, people are a problem. This threat includes Army personnel, Koreans, and other friendly or hostile persons. Patients are of many nationalities, including prisoners of war.

- Black Marketer (impulse: to sell, craves wealth)
- Brothel Madam (impulse: to control, craves power)
- Displaced Korean (impulse: craves food and shelter)
- Petty Thief (impulse: to steal; generates mistrust)
- Racist (impulse: to spread fear; generates hatred)
- Rear Echelon (impulse: to control)
- Soldier (impulse: to kill, to survive, craves the homefront)

Afflictions

An affliction is not a physical thing, but a cause of pain, grief, or misery often resulting from another threat. For example, an enemy soldier's artillery barrage causes dust to fall onto open wounds, or a black marketer's dealings take needed supplies from the camp.

- Addiction (impulse: to feed itself; generates denial)
- Disease (impulse: to spread; generates despair)
- Propaganda (impulse: to justify violence; generates chaos)
- Regulation (impulse: to control; generates resistance)
- Sacrifice (impulse: to remove something desired or needed; generates emotion)
- War (impulse: to spread danger; generates harm/death)

Landscapes

A landscape threat may be natural terrain or an artificial danger like a roadblock or minefield. South Korea is about 70% hills, highlands, and mountains, growing more rugged the further north you go.

- Hill/Mountain (impulse: to slow passage)
- Minefield (impulse: to deny access, to kill)
- Ravine (impulse: to contain)
- Roadblock (impulse: to deny entry, to trap)
- River/Swamp (impulse: to frustrate passage)

Weather

A weather threat can appear at almost any time, though some phases and events are more likely to have certain ones than others. They are often paired with supply and landscape threats. Winter runs from December to late March, spring from late March to May, summer from June to September (with monsoon rains in June and July), and autumn from late September to November.

- ✚ Fire (impulse: to consume)
- ✚ Flood (impulse: to spread, to damage; generates stress)
- ✚ Fog (impulse: to blind, to slow passage)
- ✚ Frostbite (impulse: to cause harm/amputation)
- ✚ Heatwave (impulse: to cause exhaustion; generates stress)
- ✚ Mud (impulse: to slow passage)
- ✚ Snow (impulse: to frustrate passage)
- ✚ Wind (impulse: to cause disarray)

Events

"The MASH moved like birds in a windstorm, settling down only to flee again. In the operating rooms plasma froze, lights winked out as generator fuel lines clogged with ice, and surgeons worked by flashlight, the bodies of the wounded steaming as surgical knives cut them open." [33]

Two or three related threats that afflict the players simultaneously are collectively called an event. You create events between sessions and have them on hand so you can spur the story if it starts to stall.

When designing an event, write a few things down so you can refer back to them later when you need them. Include a:

- Title (*e.g.*, Animal Farm, Bug Out, etc.)
- Summary of the event (but only how it begins; you don't know how it will end)
- Stakes (what consequences are possible?)
- List of threats involved (usually between one and three)
- Countdown clock (for each threat or the event as a whole)

Choose related threats that you and the other players are interested in. If, one week, your group wants to operate on patients while the compound is being barraged by artillery, do that. On the other hand, if your group prefers to play a lighthearted comedy the following week, choose less dangerous threats or take a single threat and make it inept or largely ineffectual (like a 'bed-check Charlie'—a lone enemy pilot who flies an obsolete plane and drops a grenade near camp at the same time each evening).

33. Albert E. Cowdrey, *Medical Service in the Korean War.* From *The Korean War: An Encyclopedia.* Military History of the United States (Book 4). By Stanley Sandler (ed). Page 221. New York: Garland Publishing, 1995.

Sample Events

Below are a few dozen sample events with title, summary, stakes, and threats. The lists of potential threats are only suggestions; use these or replace them with others if you prefer.

Animal Farm

An animal (or animals!) arrives. It might be a new pet, a sick farm animal, wandering livestock, or even an infestation of rats, mosquitos, or large green flies. Will you be able to keep the new arrivals under control, or will the compound be overrun?

POTENTIAL THREATS: Disease, Regulation

Bug Out

Division headquarters orders the camp be moved in anticipation of a forthcoming battle. Although HQ tries to give notice (8 to 10 hours on advances, or 6 hours on retreats), it may not be enough. Can you scout out a new location and move the compound in time?

POTENTIAL THREATS: Casualties, Rear Echelon, War, Landscape, Weather

Ceasefire

A rumor or official proclamation of a ceasefire reaches the compound. Whether you believe it or not, how do you deal with all of the believers who are drunk on euphoria—and on harder spirits?

POTENTIAL THREATS: Confession, Promotion/Medals, Propaganda, Sex Symbol, War

Celebration

The camp found an excuse for a party (*e.g.,* a holiday, birthday, anniversary, birth, promotion, or so on), but there's lots to do to get ready. Can you collect or improvise the right kind of food, decorations, and presents—and if the party is a surprise, can you keep it that way?

POTENTIAL THREATS: Confession, Promotion/Medals, Black Marketer, Brothel Madam

When you bug out, do not relocate a medical station...

...near a prominent landmark

...near a ford

...near an important road junction

...near a bridge

...near an ammo supply point

...where it is exposed to direct fire

...near an exposed flank

...near a battery position

Celebrity Appearance

A visiting celebrity (or celebrities) arrives on a USO tour, ready to entertain the camp. The shows have the potential to be a lot of fun, regardless of the personality of the star(s), but what troublesome antics occur off-stage?

POTENTIAL THREATS: Petty Thief, Racist, Sex Symbol, Weather

Clerical Error

A screw-up in paperwork causes a bizarre problem for someone in the camp. Examples include a significant increase (or decrease) in rank and pay, being catalogued with a new surname or medical specialty, officially declared dead, and so on.

POTENTIAL THREATS: New Recruit, Promotion/Medals, Rear Echelon

Conversion Day

The Army calls for an exchange of all current scrip within 24 hours. All scrip must be exchanged for new scrip with specially appointed finance agents, and no one can enter the camp while the scrip exchange is taking place. Exchanges of particularly large amounts of scrip must be explained and accounted for, if an individual hopes to avoid an investigation. Personnel may be approached by civilians or black marketers, hoping to have someone exchange the scrip for them. Do you accept and complete this challenge without being caught by the Army or cheated by the black market?

POTENTIAL THREATS: Black Marketer, Displaced Korean, Rear Echelon, Regulation, Sacrifice, Wind

Court Martial

A superior officer files charges against one of the players or beloved NPCs. (Typical charges include desertion to avoid hazardous duty, willfully disobeying the lawful orders of a superior officer, or misbehavior before the enemy.) The character will soon face a court martial and, if found guilty, might be sentenced with a dishonorable discharge and anywhere from 6 months to 10 years' confinement at hard labor.

Can you get the charges dropped before the court martial—and if not, do you interfere with the witness testimony or present contrary evidence to get an acquittal?

POTENTIAL THREATS: Confession, Racist, Rear Echelon, Soldier, Propaganda, Regulation, War

Crime Wave

Someone is pilfering small valuables all around the camp. Can you catch the culprit—and what will happen if you do?

POTENTIAL THREATS: Confession, Black Marketer, Petty Thief, Sacrifice

Disappearance

Someone or something vanishes, leaving little to no trace. Do you solve the mystery—and what will you do if the solution just makes matters worse?

POTENTIAL THREATS: Confession, Sacrifice, Landscape, Weather

Equipment Failure

An electrical generator, stove, incubator, or other important piece of equipment is failing. What will you do to fix or replace it?

POTENTIAL THREATS: Supplies, Black Marketer, Sacrifice, Flood

Excess

The camp is accidentally overstocked with a trivial item (like condoms or tongue depressors) or an incredibly desirable one (such as frozen steaks or 'blue' movies). Do you take advantage of this newfound wealth, and how?

POTENTIAL THREATS: Supplies, Black Marketer, Petty Thief

Fame

A war correspondent or film crew arrives in camp. How do you react to getting your 15 minutes of fame—and is there a hidden agenda?

POTENTIAL THREATS: Propaganda, Sex Symbol, War, Weather

Glory Hound

An officer frequently puts himself and his men into dangerous or stressful situations in order to meet goals that are high in risk with little reward. He may even be facing a potential mutiny because of it, which could lead to the mutineers all being court-martialed. Do you find a way to restore order?

POTENTIAL THREATS: Casualties, Promotion/Medals, Racist, Rear Echelon, Soldier, Regulation, War

Hostage Situation

A mentally unbalanced soldier (friendly or enemy) manages to grab a weapon and hold someone hostage. Can you resolve the situation with no blood shed, or will you take more drastic actions?

POTENTIAL THREATS: Casualties, Soldier, Sacrifice, War

Inspection

A strict high-ranking officer arrives in camp for an inspection and quickly begins to chalk up infractions. Do you try to spit-and-polish the compound or find some other way of appeasing the inspector?

POTENTIAL THREATS: Promotion/Medals, Rear Echelon, Regulation, Wind

Lull

The war enters a temporary lull in the fighting. With fewer wounded arriving, you have to find some other way to spend your days—and nights. What will you do to fill the time?

POTENTIAL THREATS: Brothel Madam, Confession, Sex Symbol

Mail Call

Letters and packages arrive from the homefront. However, every piece of mail is a potential emotional bomb. Even good news may cause mental turmoil for a recipient marooned so far from home and unable to personally partake in the happy event. How will you react to the mail that you—and your friends—receive?

POTENTIAL THREATS: Confession, Petty Thief, Sacrifice, Wind

Oh, Baby

This event could involve an unexpected pregnancy or an abandoned infant. Will you be able to deliver the newborn to safety?

POTENTIAL THREATS: Confession, Brothel Madam, Displaced Korean, Racist, Soldier

Outbreak

An epidemic of flu, hemorrhagic fever, VD, hepatitis, or other infectious disease sweeps through the compound. Treatments become more difficult, and every department is short-staffed. Can you manage under the strain?

POTENTIAL THREATS: Casualties, Disease, Brothel Madam, Flood, Heatwave

Overload

A wave of casualties threatens to overwhelm the camp and everyone is operating on little to no sleep. How do you interact with your patients and fellow medics?

NOTE: For each overloaded day of surgery immediately following the first, each player takes 1-stress due to exhaustion. (For instance, if 400 wounded require three days to treat, all players automatically take 1-stress on day two, plus 1-stress on day three.)

POTENTIAL THREATS: Casualties, New Recruit, Supplies, War, Frostbite, Heatwave

Paranoia

An intelligence officer arrives in camp to root out the supposed traitors and spies hiding in plain sight. Is he right or wrong, is he going too far, and do you intervene—and how?

POTENTIAL THREATS: Displaced Korean, Racist, Rear Echelon, Propaganda, Regulation, War

Pay Day

Your pay packet arrives (these are scheduled to arrive in the middle and at the end of the month, but are sometimes late). Do you splurge on luxuries, invest in some new scheme, or play it safe?

POTENTIAL THREATS: Black Marketer, Brothel Madam, Sacrifice

Prohibition

A high-ranking officer declares that beer and liquor will no longer be allowed in camp. Do you skirt this ruling or obey it—or find a way to reverse it?

POTENTIAL THREATS: Black Marketer, Rear Echelon, Regulation, Sacrifice

POW Swap

A Chinese or North Korean officer radios the compound and offers to exchange allied prisoners of war for their own wounded. However, the exchange is to take place inside hostile territory, and with no weapons on hand. Will you agree to the swap—and can you do so and return to the camp in safety?

POTENTIAL THREATS: Casualties, Racist, Soldier, Propaganda, Sacrifice, War, Landscape, Weather

R&R

The player characters get their annual five-day R&R leave in Japan. Tokyo is the usual choice for many GIs, as it offers small inns, red-light districts, and nightclubs for all refinements. The military bases and officers' clubs are also available for those looking for tamer entertainments. How will you spend your time—and what misadventures will you get into?

POTENTIAL THREATS: Brothel Madam, Confession, Petty Thief, Sex Symbol, Soldier

Refugees

The fighting displaces many South Korean families who turn to the compound as their best source of food and shelter. How will you deal with the unexpected discipline and supply problems that this wave of civilian refugees brings?

POTENTIAL THREATS: Casualties, Black Marketer, Displaced Korean, Petty Thief, Racist, Disease, Sacrifice, War, Weather

Replacement

One of your favorite NPCs is transferred or promoted. Unfortunately, their replacement's attitude makes him or her easy to hate. Do you find a way to bring back your favorite NPC? What unexpected conflicts and alliances does this new person bring?

POTENTIAL THREATS: New Recruit, Promotion/Medals, Racist, Sacrifice

Shortage

The camp is running perilously short on supplies. Waiting until the supply lines are restored, or going through the paperwork of an official request, may take too long. How can you get what you need?

POTENTIAL THREATS: Casualties, Supplies, Black Marketer, Disease, Weather

Shutdown

A general wants the compound's personnel separated and transferred to other units. Is there a way to keep the camp intact?

POTENTIAL THREATS: Rear Echelon, Regulation, Sacrifice

Star-Crossed Lovers

An American and a South Korean fall in love, but are faced with prejudice and hostility from some of their family members, friends, and fellow soldiers. Will there be wedding bells or the sounds of heartbreak, and how will you deal with the forces trying to drive these two people apart?

POTENTIAL THREATS: Brothel Madam, Displaced Korean, Racist, Soldier, Propaganda

Stranded

Your vehicle breaks down, leaving you caught in the wilderness with no means of transport. How do you get back to camp?

POTENTIAL THREATS: Casualties, Displaced Korean, Soldier, War, Landscape (any), Weather (any)

Suicide

A well-liked NPC attempts suicide (and possibly succeeds), spreading low morale and other problems throughout the compound. How do you deal with this tragedy?

POTENTIAL THREATS: Confession, Soldier, Sacrifice, War, Minefield, Weather

To the Front

Heavy shelling killed some medics at a front line aid station, so a few players or NPCs are to be transferred there until trained replacements arrive. Can they cope with the danger and lack of supplies, and how do any characters left in camp deal with the extra workload? (Characters start this event with an additional 1-stress.)

POTENTIAL THREATS: Casualties, Black Marketer, Soldier, War, Landscape, Weather

Under Fire

The front line of combat moves suddenly and unexpectedly close to camp. Can you perform your duties with artillery shells falling all around you?

POTENTIAL THREATS: Casualties, Soldier, War, Fire, Frostbite

Using Trauma Clocks

"First Lieutenant Louise Baumgartner remembers that when any nurse asked the doctor in charge of the shock tent at Mash 8055: 'Do you think this man will live?' he would always answer angrily: 'They're all *going to live!'"* [34]

When setting trauma clocks for your first patient, you may want to stick with something simple, like a casualty with only one primary and one secondary clock. Once you see how your group tackles the operation, you'll have a better idea what they find enjoyable—and what they don't. Create your casualty sheets to present a challenge, invoking stress and provoking post-surgery conversations, rather than simple win or lose scenarios.

Trauma Clock Indicators and Triage

The number of filled segments in a trauma clock indicates the severity of the wound. The most severe wound also indicates at what level the patient is triaged when he arrives. For example, if a casualty's highest body clock has 4-harm, the patient is triaged as trauma level 4 (Immediate); you can reveal the triage level with a successful Diagnose move.

Note that US Army triage procedures require Americans to be treated first, with allied troops second, and enemies last—consider exploring this to see what reactions it causes among the characters. Also, although medics sort patient triage tags by color, players don't need to; just fill in the clock segments with a pencil.

[1-harm] Minimal/Dismiss (white)

This level indicates minor injuries such as small bone fractures, abrasions, sprains, minor cuts or lacerations, or mild burns over less than 20% of the body. The patient is stable, can walk, and be treated with basic first aid. In time, these wounds heal on their own.

34. W.L. White. *Back Down the Ridge*. Page 121. New York: Harcourt, Brace and Company, 1953.

[2-harm] Delayed/Wait (green)
The patient has injuries that are painful but not immediately life-threatening, such as fractures, blunt or penetrating torso injuries, eye injury with no hope of saving sight, or open soft-tissue wounds with controlled bleeding. The patient has stable vital signs and no difficulty breathing, and can walk unaided or with minor assistance.

[3-harm] Moderate/Observation (yellow)
The patient has debilitating injuries, but is likely to survive for several hours or even days after receiving first aid. The patient may be scheduled for an operation, but only after all worse casualties have been treated. Moderate patients remain under close observation in case their condition worsens. As well as a variety of blunt and penetrating injuries, included here are threats to limb or eyesight, or survivable burns of the face, neck, hands, feet, or groin.

[4-harm] Immediate (red)
The patient has life-threatening injuries that can usually be treated without significant use of resources. Examples include uncontrolled hemorrhage (the single largest cause of combat deaths; caused by gunshot wounds, shrapnel, or loss of limb), airway obstruction, head injury, shock, or severe burns of the face and neck. They will die without treatment, but can be saved with rapid intervention.

[5-harm] Expectant (blue)
Only complicated and prolonged treatment can save this patient. Included here are catastrophic head or chest injuries, transcranial gunshot wounds with coma, open pelvic injuries with uncontrolled bleeding, or severe burns covering more than 85% of the body. Medics should not spend time and resources on these casualties when there are large numbers of other patients requiring care or when resources are otherwise limited.

[6-harm] Dead (black)
If all six segments are filled on a secondary limb clock, that body part has been forcibly removed (surgically or otherwise). When all six segments fill a primary clock, the patient is dead or dying and cannot be saved.

Counting Down

The countdown clock tracks how much time the patient has left to live. A particularly time-sensitive surgery might fill quickly, while another might allow for some more breathing room and success even after multiple misses. You can fill up this clock as rapidly as you like (mastering this will come with practice), but generally it's best to flow with the game. If the players are making progress, it might fill up at a rate of one segment for each Treat move they make; if they are stalled or frustrated, it may fill more slowly.

If a patient has only 1- or 2-harm wounds, there's no need to use the countdown clock (see pages 62-63 for an overview of harm).

Causes and Types of Trauma

The charts below show how likely certain wounds are. You can use these to assist in describing the type of wound and the apparent cause. Choose one or more results to best fit the situation, or roll 2d6 to get a random result.

Causes of Trauma

Roll	Percent	Agent
01-03	01-33	Bullet
04-09	34-93	Explosive/Fragmentation
10	94-96	Self-Inflicted
11	97	Vehicle
12	98-00	Other (*e.g.,* chemical, fall, machinery, etc.)

Types of Trauma

Roll	Percent	Type
01-04	01-50	Fracture, compound
05	51-55	Fracture, other
06-08	56-90	Wound
09	91-95	Traumatic amputation (*e.g.,* missing limb)
10	96	Burn
11	97	Concussion
12	98-00	Other

Other Clocks

"'We don't take a break?' I asked. 'If you need it,' he said. 'Sit down here by the five-gallon can. But remember, while you're napping there are men dying out there on litters waiting for you to get up from your nap.'" [35]

If you want to add more tension to a threat or event outside of surgery, you can create clocks for those too. Use the standard 6-segment clock or create your own with 4 segments (for a particularly time sensitive event) or 8 segments (when time is less of an issue or when you want to drag it out).

FAST (4)

STANDARD (6)

SLOW (8)

Here are just a few samples:

Air Raid Clock

Enemy forces are bombing the area around the camp. The ground shakes, nerves are on edge, and dust drifts into exposed wounds. When the clock is full, the raid is over—but how long will it take?

Bug Out Clock

The front line of combat is moving, and the MASH has to move with it. Can it be done in time?

Contest Clocks

When two opposing forces are having a competition, you can use two clocks (one for each side) that progress on their own, or a single clock that fills and empties depending on who's winning.

35. Otto Apel, surgeon, MASH 8076. From *MASH: An Army Surgeon in Korea.* By Otto Apel M.D. and Pat Apel. Chapter 2, paragraph 156. Kentucky: University Press of Kentucky, 1998.

Linked Clocks

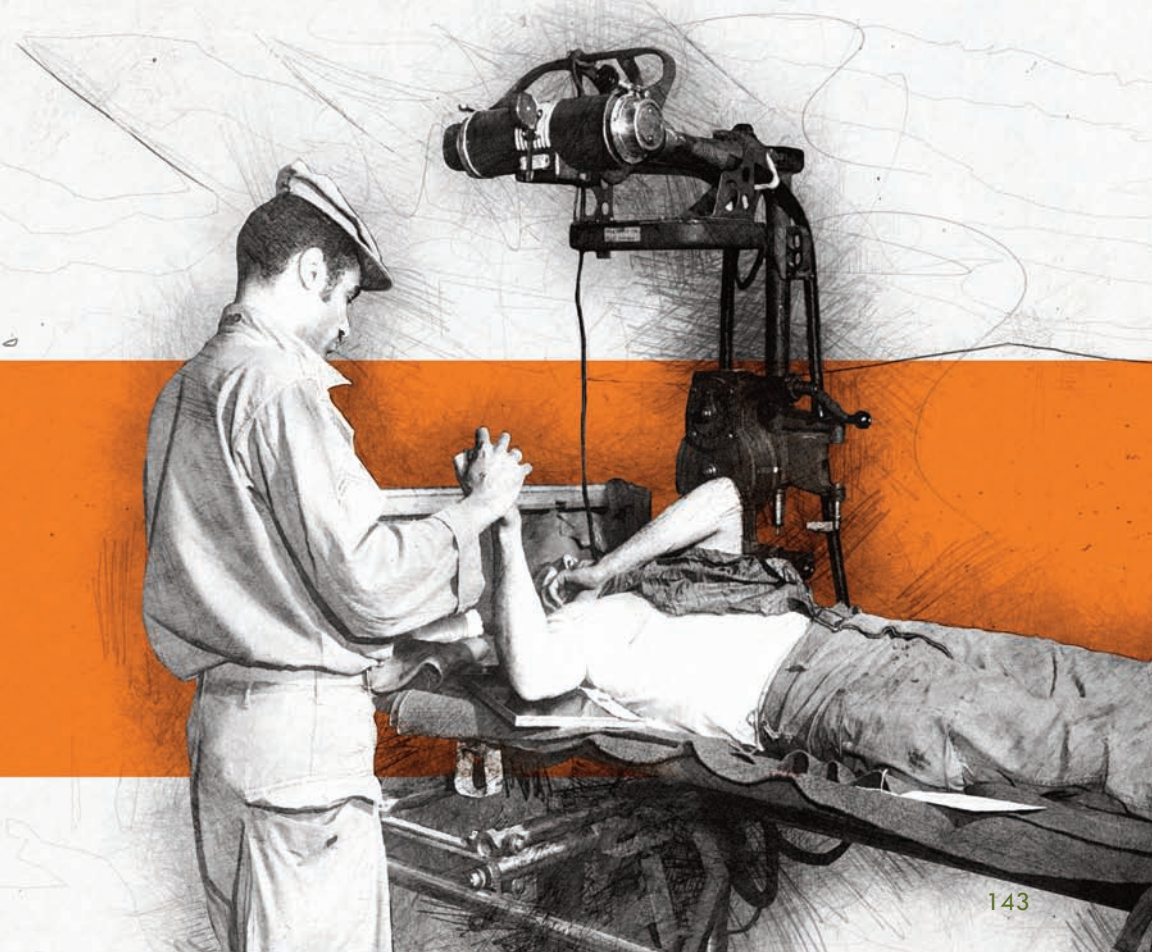
For a specific sequence of threats, consider making a series of clocks, each one unlocking after the previous one fills. For example, perhaps a black marketer wants something to trade for medical supplies, but you have to make multiple trades just to get that item. You might have one clock for each trade, followed by another clock for the travel time to deliver it to the black marketer, and a final clock to get the supplies to the MASH on time.

Romance Clock

An attractive nurse or doctor is on temporary assignment. Can this heart be won before transfer orders arrive?

UXO Clock

Unexploded ordnance lands in the middle of camp. Can the players find a way to defuse it before it explodes?



Awards

"It was routine to hear comments like … 'Someone really gave old Harry the wrong dope on this war. He can find someone else to pin his medals on.'" [36]

When an individual or unit performs an incredible act of valor or exceptional service, the Army may bestow an award (a medal, badge, or other type of decoration). Medics do not receive awards just for saving lives, so characters are unlikely to receive a combat medal unless they are temporarily transferred to aid a battalion or smaller unit under fire. Some potential awards for MASH personnel are listed here, in ascending order of prominence.

Medals

- ✚ *Silver Star* (for gallantry in action against the enemy)
- ✚ *Distinguished Service Medal* (for exceptional service in a duty of great responsibility)
- ✚ *Bronze Star* (for bravery, meritorious service in a combat zone, or acts of valor in combat; for the latter, the medal includes a small bronze "V" denoting conflict with an armed enemy)
- ✚ *Soldier's Medal* (for acts of valor involving personal hazard and the voluntary risk of life but not actual conflict with an enemy)
- ✚ *Purple Heart* (for those wounded or killed by enemy action)
- ✚ *Good Conduct Medal* (for active-duty enlisted who serve for one to three consecutive years without having to be disciplined)

Special Badges

- ✚ *Combat Medical Badge* (for serving with front line infantry)
- ✚ *Unit ID Tab* (shoulder sleeve insignia for a particular unit)

Post-Armistice Medals

- ✚ *Korean Service Medal*
- ✚ *United Nations Service Medal*

36. Referring to President Harry S. Truman. From *War in Korea: The Report of a Woman Combat Correspondent*. By Marguerite Higgins. Chapter 6, paragraph 32. New York: Doubleday, 1951.

Silver Star

Distinguished Service Medal

Bronze Star

Soldier's Medal

Purple Heart

Good Conduct Medal

Combat Medical Badge

Unit Identification Tab

Korean Service Medal

United Nations Service Medal

The First Session

"A composite picture might portray a young surgeon using Japanese sutures to sew up a casualty lying on a World War II operating table in a schoolhouse beside a helicopter landing pad; nurses in bulky men's winter clothing assisting him; an array of antibiotics … standing in a medical chest or cabinet; blood dripping into the soldier's veins and more warming for transfusion; everyone very tired; and, outside, trucks gunning motors, preparing to move to a new station." [37]

Before the game, you should print enough playbooks for each player, plus character creation field guides, trauma playsheets, and any other playsheets and guides you think you'll need. It's also helpful to have blank sheets of paper or index cards, pens or pencils, and a few six-sided dice for any players that don't bring their own.

You should also have read the entire book and be familiar enough with its contents to reference it if needed. Consider what types of threats and events you want to present to the players, but remember that you're not creating a story with a beginning, middle, and end; you're providing a beginning and playing to learn what happens.

Be sure the players are aware that—if they want to play a character who is not a heterosexual white male—they may sometimes face prejudice, discrimination, and even antagonism directed against them from NPCs. Be clear that this is not a personal bias of yours, but a common struggle in the 1950s. Exploring and overcoming these issues can be an important part of a *MASHED* game. For more information, see pages 9-17.

37. Albert E. Cowdrey. From *The Medic's War (US Army in the Korean War)*. Page 131. Washington, DC: Center of Military History, CMH Publication 20-5, 1987.

During the First Phase

Being the CO of a *MASHED* game mostly involves following your agenda and principles, making moves, asking questions, and introducing threats and events. Let the players respond in whatever manner works for their characters, and try to do all of these:

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

Make Introductions

For Phase 01, consider starting with the characters in the back of an Army truck or on a flatbed railway car, surrounded by crates and with nothing to do but sleep or talk as they travel to the campsite. Alternatively, and definitely for Phase 02 and beyond, assume that the characters have been in camp for months and are already well acquainted with each other.

Expand the list of NPC personalities that might become important later. What conflicts have already started to arise? Who seems to be developing an attachment to whom? What prominent NPCs are here, and what are their names, ranks, and positions? (You can use the downloadable CO guidebook to keep track of your NPCs.)

Build the Camp

In Phase 01, the characters arrive at the scouted location and must help set up the hospital tent. Of course, there's no need to actually play out unpacking boxes as part of the game. Instead, sketch out a simple map (*or use the optional camp cards deck, available in most online stores where digital copies of this book are sold*) to determine how the MASH compound is arranged.

In any phase, as you ask the players questions about themselves, also ask about the camp and the surrounding area. For instance: What prominent geographical features stand out (*e.g.,* hill, river, rice

paddy)? Are there any abandoned buildings for use (*e.g.,* schoolhouse, church, house), or only Army tents? Who is bunking together, and where are their tents? What does this unit need, but is hard to obtain? What would make this camp a better place?

Assign Positions

After the players have had some time to work in the OR and get used to the camp, assign the Command Section positions (see page 96). Which NPCs get jealous? Who takes their responsibility too seriously—or not seriously enough? What are the repercussions?

Introduce an Event

Provide an event and threats. This gives the characters something to do other than eating, sleeping, and working. Let them explore the unit, react to each other, and to things that occur in play. Let them engage with the event. If that event doesn't seem to be grabbing them, ask questions, follow where the fiction leads and have another event ready to go—such as a Scarcity event: *"The CO walks over and informs you that General Hammitt is visiting tomorrow, and he expects to see a 'dry' camp. In other words, no alcohol allowed."* Remember, incoming wounded is always a possible event.

Announce Incoming Wounded

Interrupt the current event with incoming wounded when the players are considering their next move, or at a cliffhanger.

Using the casualty sheet (*or the optional patient and wound cards, available in most online stores where digital copies of this book are sold*), run the players through some operating room events. Emphasize that these few operations actually represent hours of work on many different patients; these are just a few out of many.

Bug Out

Announce a bug out event. Use it to allow characters to advance. Play it out or jump ahead in time. (If you have time beforehand, view the film *Battle Circus* for a good portrayal of a bug out.)

As a One-Shot

If you're running *MASHED* for just one session—perhaps as a 3- to 4-hour convention game—you'll have limited time and may need to skip many of the introductory steps.

Print the playbooks you want to use in your game, in any quantity you desire. Have extras in reserve. Fill in most of the details (including command staff positions) before the game. Leave the name, sex, race, role, and starting playbook move for the player to fill in.

When everyone has arrived, put the playbooks in the middle of the table. Starting with the player to your left, go around the table clockwise with each player picking one. If someone seems unhappy with their choice, you can offer them an alternative or see if any of the other players want to swap. Do what works best for your group.

Be sure that everyone understands what mature content may be introduced (if any), and what conduct is acceptable at the table, especially if you're playing a convention game with strangers.

Use the sample camp map or wait until locations appear in the game and then let the players place them.

Introduce an event immediately and dramatically.


HOENGSONG
SOM RIVER
23 FEB
PHASE 1 OBJECTIVE
24 FEB
22 FEB
6 ROK
1MAR
DYONGANG-NI
21 FEB
1MAR
3 ROK
WONJU

6: PHASES

"What characterized the fighting in Korea was that you would have a period of a week or 10 days when nothing much was happening, then there would be a push. When you had a push, there would suddenly be a mass of casualties that would just overwhelm us." [38]

Phases follow the course of the war and provide sample threats, events, and questions. Your game may see you through one, or many, phases. The end of a phase always means the following:

- ✚ YOU ADVANCE.
- ✚ YOU CAN CHOOSE TO CHANGE YOUR ROLE.

Each phase includes a short introduction, ongoing logistical problems, and a variety of event descriptions. Although each phase lists one event per month (at least), introduce as many more as you want to fill in the extra days and nights.

Phases 01-03 cover the first year of the war. This period allowed little time for misadventures—or almost anything other than eating, sleeping, and treating casualties. If you want to try and represent this in the game, increase the frequency of bug outs and operating room events. If you'd prefer, you can take these events at a slower pace, or even skip ahead to Phases 04-07, which cover the (relatively) slower last two years of the war.

38. Dale Drake, anesthesiologist, MASH 8055. From "Rowdy medical unit inspired 'M*A*S*H'." By Tim Evans. Paragraph 27. *USA Today*, July 1, 2013.

01. Invasion

"There was no end to the work. You would work 24 hours pretty well straight through. The next day, you would nap between cases. You would go to sleep at midnight, and sleep until you were needed and someone woke you up, and the cycle would start all over again. The nurses would work every bit as hard. Most would work 12 to 16 hours a day without rest and some until they collapsed." [39]

June 25, 1950 – April 21, 1951

In the early hours of June 25, North Korean forces crossed over the 38th parallel and began pushing south. The US mobilizes its four combat divisions in Japan, crosses the Korea Strait, and pushes through waves of fleeing refugees to join with ROK allies in holding a defensive perimeter on the southeastern extremity of the Korean Peninsula. By September, supplied with massive US and UN reinforcements, the allies push back to the 38th parallel and continue north—all the way to the Yalu River border of China. Angered Chinese forces quickly emerge and force a retreat, beginning the next two years of back-and-forth conflict over the 38th parallel.

Logistics

The heavy fighting brings an almost continuous flow of casualties, and the rapid push north means frequent bug outs for the unit. Historically speaking, this first phase allowed the least time for R&R and misadventures (see phases 04-07 for more of those), but can still serve as a good first session to introduce players to the rules and setting (and each other).

39. Major Kryder E. Van Buskirk, MASH 8076. From *The Medic's War (US Army in the Korean War)*. By Albert E. Cowdrey. Page 85. Washington, DC: Center of Military History, CMH Publication 20-5, 1987.

Common Threats

Within each phase, this section provides a typical (but not all-inclusive) list of threats that the players might face. For this phase, the most likely are: Casualties, Landscape (any), New Recruit, Sacrifice, Soldier, and War; plus a seasonal Heatwave (Jul-Aug; lacking the usual rain), and Frostbite and Snow (Dec-Jan).

To simulate the chaotic nature of the first year, have frequent bug outs and multiple threats operating simultaneously.

Suggested Events

This section includes a sample (but again, not all-inclusive) list of events that might occur. For this phase, possible events include: Bug Out, Equipment Failure, Glory Hound, Mail Call, Overload, Refugees, Shortage, and Under Fire.

Notable Events

This section lists significant events in this phase of the war. Each new attack and counterattack brings fresh waves of casualties, interrupting other camp events already in progress.

July 6. The 8099th MASH leaves Sasebo, Japan, on the attack cargo ship USS Titania and arrives at the port of Pusan the same day. It is immediately dispatched by train to support Eighth Army units fighting on the perimeter. Within a day or so, the Niners are setting up camp.

July. US Army triage procedures require Americans to be treated first, with allied troops second, and enemies last. What happens when someone tries to enforce this? Who supports this rule, and who doesn't? Do you work around it or abide by it, and what problems does that cause?

August 1 – September 14: Defense of the Pusan Perimeter. Large contingents of US reinforcements arrive to bolster the troops. At the MASH, a Marine brigade surgeon with a half-dozen Navy doctors and 30 hospital corpsman arrives. What relationships and conflicts develop from this temporary attachment?

September 15 – November 24: UN Counteroffensive.
The combined US and UN forces recapture Seoul and drive the KPA from South Korea. However, the North Korean government strips its hospitals of supplies as it retreats, leaving their civilian populace in desperate need of care. The MASH receives large numbers of civilian casualties and prisoners of war to treat, including 32 North Korean nurses. How are the nurses treated? Who prioritizes lightly injured white soldiers over badly wounded Koreans, and what are the reactions to this?

October 17-18. The 8099th is now north of the 38th parallel. A new dental section arrives, bringing a dentist, assistant, and equipment. What outstanding positive or negative traits do these new characters have? Who argues to put the dental section in the hospital, and who wants it in a separate tent?

October 21-23. Bug out; the unit is evacuated by truck ambulance or flatbed railcar, and moves into the North Korean capital of Pyongyang. Who is frustrated with the constant bug outs? Who becomes increasingly paranoid of enemy attack?

November 25 – December 31: Withdrawal from the Yalu.
A new Chinese offensive forces the allies to withdraw to the south. The MASH receives its first casualties by helicopter. Air evacuations focus on wounded soldiers with multiple fractures as well as head, chest and abdominal wounds, but only when those soldiers couldn't easily be reached by wheeled ambulances. What difficulties arise in clearing a new landing zone? Who falls in love with a pilot, and what are the consequences?

November 27 – December 13: Battle of Chosin Reservoir.
The Chinese push the allies south and out of North Korea, but at a devastating cost to their own troops. Temperatures drop as low as –54° F, cold weather gear is scarce, and frostbite is common. How does the 8099th cope with the extreme cold?

January 1 – January 24, 1951: Enemy High Tide.
Chinese troops advance, seizing Seoul. UN forces withdraw south, but to carefully selected defensive positions. Heavy snow impedes movement. Morale is low, as feelings of fear and isolation spread. Who deals a self-inflicted wound to get out of the Army? Who fakes insanity, and how?

January 25 – February 28, 1951: Attack and Counterattack.
Operations Thunderbolt and Killer, along with highly effective air support, force the enemy to withdraw to a line about halfway between the 37th and the 38th parallel. Who claims to have seen a flying, pulsing light that could not have been an aircraft, and been swept by a tingling invisible ray? Who believes and who heckles? Who wants to report it and who doesn't?

March 1 – April 21, 1951: Crossing the 38th Parallel.
UN forces edge forward, retaking Seoul (on March 14) and consolidating their lines in preparation for an counterattack. Early one morning, a Chinese soldier left behind by the retreat stumbles into the MASH and opens fire with his 'burp gun.' Who does he injure or kill? Who is able to subdue him, and how?

May 1951. The 8099th gets its own helicopter detachment. Who argues about its placement in relation to the camp? What conflicts arise between the detachment's mechanics and the MASH motor pool, and how does it affect the unit?

Other Events and Questions

Who is a draftee? Who is a veteran? What prominent geographical features are nearby? Are there any local buildings, or only Army tents? Which officers bunk together and where are their tents? How is everyone adjusting to life in camp? Is there time to celebrate the holidays, and how? Whose patient refuses to eat and keeps pulling his IVs out? Who found a wounded soldier using a rifle for a splint, and did it fire during someone's Diagnose move?

02. Strikeback

"I was too busy to be scared. We received the wounded 20 to 45 minutes after they were hit. … The helicopters flew continuously from dawn to dusk and the ambulances rolled on constantly. It got pretty rough at times, working under artillery bombardment. … many times I was rocked to sleep in my Army cot from the reverberations." [40]

April 22 – May 19, 1951

In the early evening hours of April 22, three Chinese armies and massed North Korean forces attack along the whole peninsula. UN forces succeed in minor counterattacks, but are slowly forced back behind the 38th parallel to nearly the same position they held only a month previous. By May 20, the UN troops bring the enemy's offensive to a standstill. This phase of the war represents the last attempts (by either side) to win through major offensives.

Logistics

It is late April, less than a day after an enemy counterattack forced the 8099th to retreat to a new location. The medics must contend with heavy casualties as well as a compound that isn't fully set up.

Common Threats

Casualties, Landscape (any), New Recruit, Sacrifice, Soldier, War

Suggested Events

Hostage Situation, Overload, Shortage

40. First Lieutenant Louise Ann Jenkins, 801st Medical Air Evacuation Squadron. From *A Defense Weapon Known to be of Value: Servicewomen of the Korean War Era.* By Linda Witt, Judith Bellafaire, and Mary Jo Binker. Page 203. Lebanon: University Press of New England, 2005.

Notable Events

April 22-25: Battle of the Imjin River.
Many US soldiers are captured by the enemy and held as prisoners of war. One of these POWs is a friend to someone in camp. Who is it? How does this affect morale?

April 30. The enemy offensive is halted just outside of Seoul.

May 1. Someone proposes a costume and cocktail party for May Day. Do you participate? What is your costume? Who gets drunk, who has sex with whom, and what are the consequences?

May. After hearing reports of enemy agents slipping through the lines, you find an unconscious Korean on the edge of camp, but wearing no insignia and suffering from a gunshot wound. This may be an unlucky member of a work group, an enemy agent, or something else entirely. What do you do? What are the consequences?

Other Questions

Who is approached by a black marketer to buy or sell supplies and narcotics? What happens when 10% of the camp suffers from cramps and diarrhea? Whose patient dies from a morphine overdose, and was it intentional or accidental? Who receives a "Dear John" letter from home? Which corpsmen treat patients as objects rather than people, and what do you do about it? Who finally gets some needed R&R, and what happens while they're gone? If you bugged out, how is the new compound arranged, and what landscape feature is prominent? Who received food from home, and what happened to it?

03. Moving North

"Awoke this morning to find our place once a rice paddy, now a lake. Thru the center of the tent ran a swiftly flowing river. You've seen pictures of vehicles and men plodding along through a sea of mud. Well, that's it. You just forget about your feet and go ahead." [41]

May 20 – June 24, 1951

The Eighth Army begins to edge north with a series of local attacks, while reserve elements clear out civilians and strengthen the defensive line with mines, barbed wire, roadblocks, and artillery. By June 23, the enemy retreats from South Korea, and the United Nations forces stand a few miles north of the 38th parallel. This phase marks the last large-scale offensive by the UN.

Logistics

Monsoon season comes as a surprise after last summer's anomalously dry heat; temperatures often top 100° Fahrenheit with humidity at 90%. Cases of Korean hemorrhagic fever (an infectious disease) are numerous, with symptoms including fever, slow blood clotting, bruising, decreased urine output, fatigue, nausea, and (in severe cases) seizures or coma.

Common Threats

Casualties, Disease, Minefield, Roadblock, Soldier, War; plus the seasonal Flood, Heatwave, Mud, and Wind starting in late June

Suggested Events

Animal Farm, Ceasefire, Equipment Failure, Mud (June), Outbreak, Refugees, Stranded

41. Melvin Horwitz, surgeon, MASH 8055. From *We Will Not Be Strangers: Korean War Letters Between a M.A.S.H. Surgeon and His Wife*. By Dorothy G. Horwitz (ed). Page 101. Chicago, IL: University of Chicago Press, 1997.

Notable Events

May. A gasoline fire erupts in the motor pool. How much damage does it cause before it is contained? How will any people and equipment be replaced? Who or what is responsible?

May 15-20. The enemy resumes a heavy offensive.

May 29. UN forces overrun a Chinese medical clearing station. You receive 200 Chinese patients as well as a Chinese nurse. What reactions does she inspire, and how long does she stay with you?

June 8-13: Battle of the Iron Triangle.
Two I Corps infantry divisions fight through extensive minefields to hold a position between the apex and base of the Iron Triangle, a strategic low-lying area around the towns of P'yonggang, Kumhwa, and Ch'orwon, surrounded by the razor-backed Taebeck Mountains. From whose home front does a familiar face appear among the wounded? He is triaged as 'Expectant' (5-harm; see page 140) and death is imminent. Do you spend time operating on him instead of other patients with greater chances of survival? Who resents your closeness with this patient?

June 23. Jacob Malik, USSR Foreign Minister, proposes truce talks in a New York radio address. Whose morale goes up, and whose goes down?

Other Events and Questions

Who is in charge of placing wooden planks on muddy pathways, and who decides which paths are more important than others? Who is battling addiction (*e.g.,* alcohol, drugs, gambling), and how is it affecting the camp? What happened to your Korean interpreter for the patients, and who will be his replacement? Does a late evening air raid siren indicate a drill or a real attack? Who has to give a venereal disease lecture to the enlisted men? If you bugged out, how is the new compound arranged, and what new landscape feature is prominent?

04. Lull & Flare-Up

"Because the roads were so poor, transportation was impossible. … Twice we ran out of dressings. … We ran out of food one time. Twice we ran out of eggs. During one period, we ate hamburger three times a day. … We were not allowed to eat any [fresh vegetables] grown in Korea. … Because Koreans had parasites, the food they grew was also infested with them." [42]

June 25 – November 12, 1951

The summer fighting continues through the armistice negotiations, with both sides waging relatively small but intense attacks designed to consolidate positions on favorable terrain. I Corps patrols focus mostly on harassing the enemy and adjusting corps boundaries, while X Corps forces are involved in heavy fighting at the circular valley known as the "Punchbowl."

Logistics

Heavy monsoon rains are worst in July, but the downpour and high temperatures ease off by the end of August as the tropical summer comes to a close. I Corps casualties are still a daily occurrence, but less so, and you have more time to relax. The busiest days occur when casualties are transferred from the 8209th and the 8225th (the MASH units supporting X Corps).

Common Threats

Casualties, Propaganda, Racist, Rear Echelon, Soldier, Supplies, War; plus the seasonal Flood, Mud, and Wind (late June-July) and Heatwave (June-August).

42. Colonel (then ANC 1st Lt) Joyce Gillespie, 171st Evacuation Hospital. From *A Defense Weapon Known to be of Value: Servicewomen of the Korean War Era*. By Linda Witt, Judith Bellafaire, and Mary Jo Binker. Page 213. Lebanon: University Press of New England, 2005.

Suggested Events

Bug Out, Ceasefire, Equipment Failure, Inspection, Lull, POW Swap, R&R, Shortage, To the Front

Notable Events

June. An administrative section wants to organize a game (baseball, football, horseshoes, or volleyball) between themselves and your section. Who gets overly competitive? Who plays dirty tricks to sabotage the other team, and what are the consequences? Is the game cancelled on account of war, or who wins?

July 10 – August 23. Armistice negotiations occur in the town of Kaesong between the opposing armies' front lines. Talks are then suspended on August 23 when North Korea claims the conference site was bombed. How does this affect morale?

July 19 (ongoing to 1954). The Norwegian Mobile Army Surgical Hospital (NORMASH) opens at Uijongbu (about four miles north of Seoul) to support I Corps. Which of you has a relationship—or wants to start one—with your new colleagues? What unexpected conflicts arise?

August 18 – September 5: Battle of Bloody Ridge.
Sixteen days of heavy fighting end with the capture of Bloody Ridge and of many wounded, half-starved North Koreans. Who reacts badly when some of these POWs are sent to your MASH for treatment?

September 13 – October 15: Battle of Heartbreak Ridge.
The UN forces seize heavily fortified mountain slopes only with large numbers of casualties. Several medics are killed. Which of you temporarily replace them at the front line aid station?

October: A plane accidentally drops a packing case in camp. What does it contain? What—or who—does it hit?

October 3-23: Operation Commando.
Five UN divisions attack four CCF armies to move I Corps boundaries, resulting in over 4,000 UN casualties.

October 25. Armistice talks resume at Panmunjom, a tiny village on the Seoul highway north of the Imjin River. What is the general attitude of the camp now? Is it more or less hopeful that the peace process will succeed? Who reacts strongly to the news, and how?

November. A Far East Command (FECOM) surgeon makes a 48-hour stop in camp to observe surgical procedures. Who impresses this general, and who doesn't? What are the consequences?

November 12. UNC commander General Ridgway instructs the Eighth Army to cease offensive operations and assume an "active defense."

Other Events and Questions

What supplies do you run out of? What misadventures does the lull give you time for? How do the battles of Bloody Ridge and Heartbreak Ridge, with their high casualties for limited gains, affect morale? What steps are being taken to keep floodwaters and wind at bay, and what is and isn't working? What shenanigans happen if the camp celebrates Halloween? Who needs a tooth pulled? If you bugged out, how is the new compound arranged, and what landscape feature is prominent?

05. Stalemate

"Thanksgiving Day saw the army go all out to provide the troops with a really good meal, a complete turkey dinner. The problem was eating it before it froze. I remember the meal sat on burners in the serving line, but by the time we got our trays and sat down to eat, much of the food would be ice cold. By the time I got to my fruit cocktail it had actually frozen." [43]

November 12, 1951 – June 30, 1952

Large-scale offensives are discontinued, reducing ground conflicts to sporadic patrol clashes, raids, and small-unit fighting to gain local outpost positions. Chinese forces are the main threat to the western (I Corps) and central (IX Corps) sectors, with North Korean troops being the major opposition in the eastern (X Corps) sector.

Logistics

Winter weather means frequent and severe frostbite injuries and amputations of feet, hands, ears, and noses. Heavy UN air and artillery fire means an increase in enemy and 'friendly fire' casualties hemorrhaging from missing limbs.

Common Threats

Black Marketer, Displaced Korean, Petty Thief, Propaganda, Racist, Soldier, War; plus seasonal Frostbite (December-January), Snow (December-February) and Flood, Heatwave, Mud, and Wind (June)

Suggested Events

Bug Out, Celebration, Celebrity Appearance, Conversion Day, Crime Wave, Mail Call, Paranoia, Refugees, R&R

43. Sergeant First Class Bobby J. Martin, D Company, Eighth Regiment, First Cavalry Division, US Army. From *Voices from the Korean War; Personal Stories of American, Korean, and Chinese Soldiers*. By Richard Peters and Xiaobing Li. Page 57. Lexington: The University Press of Kentucky, 2004.

Notable Events

November. Blankets and cold weather gear arrives, but some of it is missing. What do you do until the next shipment arrives? Who takes desperate action to get his or her share?

December. A rumor on the enlisted men's grapevine states that some GIs and Koreans in your outfit are working with the black market to sell food and winter supplies (oil, wool clothing, fur-lined hats, winter parkas, etc.). How does it affect your daily life? Do you get involved—whether to stop it or take a piece of the action for yourself? Are the MPs and Counter Intelligence Division (CID) working on this, or is it still secret?

January. Two lightly wounded intelligence officers from the Combined Command for Reconnaissance Activities, Korea, arrive in camp. These Air Force officers coordinate intelligence gathering, raids, sabotage, POW rescues, and generally create confusion behind the North Korean lines. Are they both from CCRAK, or is one of them actually CIA? Are they friends or rivals? Are they really just here for treatment? Do they disturb the camp? Who becomes suspicious and paranoid?

February. A series of CCF ground assaults, including mortar and artillery fire, strikes front line I Corps forces. Who finds a former lover among the wounded?

March. United Nations Civil Assistance Command establishes a refugee camp nearby. Your compound is expected to assist UNCAC, distributing medical aid, food, and clothing whenever possible. How close is the refugee camp? Which of you volunteer to help, and how? What problems arise from having this new population close by?

April 13-17. The anesthesiologists are either gone on a 5-day R&R or sick in bed with the flu. A nurse-anesthetist claims she can do the job as well as (or better than) the male anesthesiologists. Who has faith in her, and who doesn't? What problems does it cause if she's right, or what consequences if she's wrong?

May 1. News arrives that General Matthew Ridgway, routinely praised for his leadership in World War II and Korea, has been appointed Supreme Allied Commander Europe (SACEUR), replacing General Dwight Eisenhower. What officer is envious and outspoken about how much better are his or her abilities?

June. A relatively quiet front begins, and the higher-ups have begun talking about improvement programs to make the camp more livable (better and more latrines, clubs for the officers and enlisted men, picnics and social activities, etc.). Unfortunately, there's also time for more reports, paperwork, and general red tape. Who wants to build an officers' or enlisted men's club, and what will it take to make it happen? What problems happen when paperwork gets misfiled or misdirected?

Other Events and Questions

How does the camp celebrate the holidays, like Christmas and Valentine's Day? Who is the local Scrooge and who is the Cupid? What officer finds religion during the chaplain's Easter service, and who counters with outspoken atheism? Who got bitten by a rat while playing strip poker? If you bugged out, how is the new compound arranged, and what landscape feature is prominent?

06. Outpost Battles

"During the night, the Chinese repeatedly blew their bugles, even when they had no intention of attacking our lines. It was just one of their gimmicks to make us jumpy. At Christmas-time in 1952, they even played Christmas carols over their loudspeakers, to make us homesick I presume. We heard 'Silent Night' and all the other well-known carols drifting out over no-man's-land while freezing our butts off thousands of miles from home." [44]

July 1, 1952 – December 31, 1952

The opposing armies continue to focus on capturing or defending outposts on both sides of the front. The air war further intensifies and, although the ground battles continue to be relatively small (in comparison to the first year of the war), they are no less bloody. Fortunately, the Eighth Army holds its own against the majority of enemy attacks, abandoning only a few outposts that the brass believe have low tactical value.

Logistics

Morale may become a problem, thanks to the general expectation that an armistice is imminent. Many soldiers find it even harder to throw themselves at the enemy (not wanting to become famous as the last casualty of the war), though others may become more reckless in hopes of a quicker end to the struggle. Fortunately, those who survived earlier phases know what to expect from the weather (heat, heavy rains and mud in July and August, and snow and frostbite in December).

44. Private First Class Bruce D. Lippert, C Company, Fifth Regiment, First Marine Division. From *Voices from the Korean War; Personal Stories of American, Korean, and Chinese Soldiers.* By Richard Peters and Xiaobing Li. Page 132. Lexington: The University Press of Kentucky, 2004.

Common Threats

Casualties, Court Martial, Racist, Rear Echelon, Regulation, Sacrifice, Soldier, War; and seasonal Flood, Heatwave, Mud, and Wind (July), Frostbite (Dec-Jan), and Snow (Dec-Feb)

Suggested Events

Bug Out, Celebration, Celebrity Appearance, Glory Hound, Pay Day, Replacement, Suicide

Notable Events

July 3. A USO show arrives in the vicinity, ready to entertain. What emotions do the entertainers inspire? How do they feel about the war? What problems do they cause?

August. A medical officer from the Indian 60th Parachute Field Medical Unit passes through camp, and is willing to barter the curry powder and strong spices from his rations. (The Japan Logistical Command Quartermaster modifies army rations to meet the needs of various nations.) Which two officers have a craving for this, and how will they attempt to outbid each other?

September 17-24: Battle of Outpost Kelly.
CCF forces besiege Outpost Kelly, seizing it from the 65th Infantry Regiment—which is largely composed of Puerto Rican forces. Scuttlebutt spreads that this wouldn't have happened with white soldiers, although the 65th is said to have served bravely until now. Are there any Puerto Rican medics in your unit? Who is revealed to be an unapologetic racist? How do you react to the soldiers telling these tales, and what are the consequences?

October 8: The UN delegation calls for an indefinite recess to the armistice talks, reflecting a long lack of any progress.

October 27-28: Battle of Jackson Heights.
The 65th is ordered to take and hold Jackson Heights, but takes heavy casualties. Court-martials are issued for 92 Puerto Rican soldiers, alleging that they refused orders during combat. Rumor says that two of these soldiers are hiding nearby. Have they gone AWOL or actually been 'shaken?' What do you suspect is behind the mass court martials—racial attitudes, leadership or language failures, or something else? Do you find the soldiers, and if so, what do you do with them?

November 19. The 1st British Commonwealth Division holds its front line in the face of an unexpected CCF attack, but suffers several casualties. How do you react to the martinet major who demands his wounded men back in action as soon as possible?

December. A heavy snowfall causes a few tents to collapse. Which tents are affected, and how badly? What are the consequences?

Other Events and Questions

What do you do when the water heater breaks and there's no hot water anywhere? Which patriotic officer is determined to raise camp morale on the Fourth of July, and how does it succeed or backfire terribly? How does the camp celebrate the autumn and winter holidays? Who sleeps with a loaded pistol? Who thinks the US should drop the A-bomb on North Korea, and who argues against it? If you bugged out, how is the new compound arranged, and what landscape feature is prominent?

07. The Last Battle

"My conclusion as I left Korea was that we could not stand forever on a static front and continue to accept casualties without any visible results. Small attacks on small hills would not end this war." [45]

January 1, 1953 – July 27, 1953

Activity during this final phase is characterized by relatively calm months of patrol clashes and small-scale attacks, interrupted by weeks of intense enemy attacks. Chinese casualties are high, and the UN—foreseeing an imminent armistice—fights primarily to maintain a front line of resistance, rather than expend lives over nonessential terrain.

Logistics

Although combat and nonbattle injuries are still a daily occurrence, you have the most time to relax in this phase. As in earlier phases, winter weather causes trouble in all poorly heated areas, and July is worst for heavy downpours and muddy terrain from monsoons.

Common Threats

Casualties, Confession, Displaced Korean, Promotion/Medals, Regulation, Soldier, Supplies, War; and seasonal Frostbite and Snow (January), and Flood, Heatwave, Mud, and Wind (June-July)

Suggested Events

Ceasefire, Celebration, Conversion Day, Excess, Fame, Inspection, Mail Call, Oh Baby, Prohibition, Star-Crossed Lovers

45. Dwight D. Eisenhower, President of the United States (1953-1961). *Mandate for Change, 1953-1956: The White House Years*. New York: Doubleday, 1963.

Notable Events

JANUARY 26: OPERATION SMACK.
War correspondents were invited to view yesterday's assault on Spud Hill, but proclaim it a disaster. Two of these competing reporters travel back through the MASH, claiming to want your unique perspective on the war. Do they want honesty or propaganda? How does their desperation for the best story cause trouble in camp?

FEBRUARY. A small frame canvas 'Jamesway' hut—with windows, light fixtures, wall plugs, and insulated walls—arrives on a supply truck. Everyone wants it, but who will get it and how?

FEBRUARY 15: The South Korean government introduces the *hwan*, a new currency note that replaces the *won*. (The conversion rate is 1 *hwan* to 100 *won*. Printed notes are issued in denominations of 1, 5, 10, 100, and 1000; no coins are issued.) Who attempts a get-rich-quick scheme of buying the old *won* at only 'pennies on the dollar,' then converting it at full price? What are the consequences?

MARCH. A drunken patient falls and breaks his leg, and a visiting general declares that this is henceforth to be a 'dry' camp. How did the patient get the booze? How does the camp react to the new prohibition? Do you change the general's mind, and how?

APRIL 16-18: FIRST BATTLE OF PORK CHOP HILL.
A savage battle overruns this outpost and, although the UN is eventually victorious, it sends many casualties to your MASH.

APRIL 26. Armistice talks begin again.

MAY. Some of the enlisted men invite the officers to a pizza party. They say that if you can contribute the cheese and some toppings, plus some beers and sodas, they will handle the rest. Who wants to attend, and who doesn't? What does it take to get the supplies? Is this a real party or a setup for something else? What happens unexpectedly, and what are the consequences?

June. A young South Korean boy from 'Little Chicago' (Tongduchon-ni) has attached himself to the MASH. His English language skills are better than his Korean, and he thinks of himself as American. Is he orphaned or running away from home? Who wants to care for him, and who doesn't? What will happen to him?

July 6-11: Second Battle of Pork Chop Hill.
General Taylor abandons this 7th Infantry Division outpost to the Chinese as not worth further fighting. Who do you know that survived all the way through the war, only to die here?

July 27: Armistice Day.
The United States (representing the United Nations Command), China, and North Korea sign a military cease-fire at 1000 hours and establish the Korean Demilitarized Zone (DMZ). All fighting stops 12 hours later. Both sides have three days to withdraw two kilometers (1.24 miles) from the cease-fire line. However, the MASH will remain to take care of illness and accidents for a while. Who is going home, and whose tour is unexpectedly extended for six months? What parting gifts will be exchanged? What unfinished business do you try to conclude?

Other Events and Questions

Who fails the pre-rotation physical certifying they are free from lice, VD, and contagious diseases? What soldier was shot by his own men, and why? Which officer wrongly receives the Bronze Star simply as a 'good conduct medal' at the expense of someone else who really earned one? What nearby enemy action is making the guards jumpy and quick to challenge your identity? Who finds a hidden cache of scrip or South Korean *hwan*, and what do they do with it? If you bugged out, how is the new compound arranged, and what landscape feature is prominent?

GLOSSARY

"That seems to be one of the nicer things about war—it enriches the language so." [46]

Here you'll find a sampling of some of the common acronyms, slang, and other pidgin terms you might hear in your MASH. It is, of course, period-specific; some words spoken in the Army of 1950s Korea may now be taboo or simply obsolete. For example, 'corpsman' was used for both enlisted Army and Navy medics in the Korean War era, but is now only used for Navy personnel.

#

1LT: Abbreviation for the rank of first lieutenant; one grade above second lieutenant (2LT).

1SG: Abbreviation for the rank of first sergeant; the senior-most NCO in the unit.

2LT: Abbreviation for the rank of second lieutenant; one grade lower than first lieutenant (1LT).

5-IN-1: A pre-packaged US Army ration intended to provide one meal for five men. Because the individual items need heat to cook, most soldiers dislike it for its inconvenience. It consists primarily of B-RATION items.

8TH ARMY: See EUSAK.

10-IN-1: Two 5-IN-1 rations packed together.

46. Robert C. Ruark, syndicated newspaper columnist. "War Language." San Francisco News. July 12, 1950.

A

A-FRAME: A wooden pack board used to transport supplies on one's back. *aka* idiot board, Korean forklift. KSC laborers use A-frames to carry supplies up steep hills, usually to companies and platoons. A laborer with an A-frame carrier can transport 50 pounds over a distance of 10 miles per day.

A-RATION: Fresh or refrigerated perishable food such as lettuce and tomatoes, or meat.

AGGIE: A young Korean boy or girl.

AMS: US Army Medical Service. Its six branches include the DENTAL CORPS, MEDICAL CORPS, MEDICAL SERVICE CORPS, MEDICAL SPECIALIST CORPS, NURSE CORPS, and VETERINARY CORPS.

ANC: Army NURSE CORPS.

APO: Army Post Office.

ASCOM: Army Service Command. The Army personnel processing center is in Inchon, South Korea; *aka* Ashcan City.

B

B-RATION: Canned or preserved food that can be prepared in a field kitchen. B-rations include such items as: canned vegetables, meat, evaporated milk, fruits and fruit juice, dehydrated soup, cereal, biscuits or crackers, hard candy, salt, sugar, and toilet paper.

B-UNIT: The bread component of a C-RATION, typically including: five crackers, a packet of soluble coffee, a packet of powdered milk, a packet of granulated sugar, a disc-shaped piece of chocolate or a cookie, and a small tin of jam or a disc-shaped piece of fudge.

BAS: Basic Allowance for Subsistence. What the Army pays you for food and board. In the 8099th, this is usually taken out of your monthly pay packet before you even see it.

Battalion: 300 to 1,000 soldiers. This unit is both tactically and administratively self-sufficient. In war, battalions are capable of independent operations of limited duration and scope. A battalion is typically composed of four to six companies. It is usually commanded by a lieutenant colonel.

Battery: A company composed of field artillery and air defense artillery units. It is usually commanded by a captain or major.

Bed-Check Charlie: A regularly-appearing enemy bomber, usually in a prop plane and posing little danger.

BG: Abbreviation for the rank of brigadier general; a 1-star general.

Bird: A plane, helicopter, or missile.

Bloodmobile: A supply truck carrying a blood bank.

Boondockers: Combat boots.

BOQ: Bachelor Officer Quarters.

Bouncing Betty: A mine that springs into the air before exploding, inflicting wounds primarily to the upper body instead of the lower.

Boysun: A young Korean boy.

Brigade: 3,000 to 5,000 soldiers. A significantly large unit that can be employed on independent or semi-independent operations. A brigade includes three or more battalions. It is usually commanded by a colonel, brigadier general, or major general.

BTO: An abbreviation for 'big-time operator;' someone well-known for his deals, trades, and accumulation of favors.

Budae jjigae: A thick soup made with the remnants of GI garbage, scrounged by starving refugees. *aka* Army stew, battalion stew.

Bug Out: To leave in a hurry. A well-trained MASH can move camp and set up to receive patients in five hours. The CO designates a Medical Corps officer, a nurse, and housekeeping corpsmen to remain with a detached holding section that will receive patients from the post-op section and provide treatment until they are evacuated. Meanwhile, the main body moves forward. As soon as all patients are evacuated, the holding section rejoins the main body.

Burp Gun: A Chinese machine gun with a 'brrrrrrrp' sound.

C

C-54: A four-engined transport aircraft used in the Korean War.

C-ration: Individual canned, pre-cooked, and prepared field rations that can be eaten hot or cold. A typical C-ration includes one M-unit, one B-unit, one can of fruit, and one can containing a packet of cigarettes and a packet of sundries (gum, toilet paper, can opener, granulated salt, flat wooden spoon).

Carrier Pigeon: A Korean who carries messages that cannot be transmitted during radio silence.

CCRAK: Combined Command for Reconnaissance Activities, Korea. This US Air Force special operations unit coordinates intelligence operations (such as dropping agents and propaganda) behind enemy lines.

Chink: Pejorative term for any person or thing in the Chinese People's Volunteer Army; also used for civilian Chinese persons.

Chogie: Used to mean fetch, carry, or go for. Pronounced "show-ghee." *aka* chogie boy, cutting a chogie (breaking rank).

Chopper: A rescue helicopter, specifically the Bell 47 'Sioux' (designated the Bell H-13 by the military) or the Sikorsky S-51 (designated the H-5). *aka* bird, copter, egg beater, whirlybird, whippoorwill.

CLOBBERED: Wounded, smashed, or overwhelmed in action.

CO: Commanding Officer.

COL: Abbreviation for the rank of colonel.

COMPANY: 60 to 250 soldiers. This cohesive tactical unit can perform battlefield functions on its own. It is capable of receiving and controlling additional combat, combat support, or combat service support elements to enhance its mission capability. The company has a small headquarters element. Typically, a company is formed of three to five PLATOONS, with between 15 to 25 vehicles. Depending on the type of unit, a company may be called a TROOP or BATTERY. It is usually commanded by a captain or major.

CORPS: 20,000 to 40,000 soldiers. A corps is the deployable level of command required to synchronize and sustain combat operations. It also provides the framework for multinational operations. The corps provides command, control, and logistical support for two to five DIVISIONS. It is usually commanded by a lieutenant general or general. See also I CORPS, IX CORPS, X CORPS.

Corpsman: Enlisted Army or Navy personnel trained to provide basic first aid and medical care.

CPL: Abbreviation for the rank of corporal.

CPT: Abbreviation for the rank of captain.

CQ: Abbreviation for 'change of quarters;' CQ duty involves standing guard on sleeping quarters.

CW: Abbreviation for the rank of chief warrant officer; ranges include CW2, CW3, and CW4. A junior warrant officer is a **WO**.

D

Debbie chon: A Korean term for a fat soldier.

Dental Corps: Like the **Medical Corps**, this is a non-combat specialty branch of the **AMS**.

Deuce-and-a-half: A 2-½ ton truck used to carry cargo and troops.

Division: 10,000 to 16,000 soldiers. A division performs major tactical operations and can conduct sustained battles and engagements. Divisions are numbered (*e.g.,* 1st Armored Division, 82nd Airborne Division) and are categorized by one of five types (light infantry, mechanized infantry, armor, airborne, or air assault). Divisions are comprised of three tactical maneuver (infantry and/or armor) **brigades** and a division base of support and service support elements. A lieutenant general or major general usually commands.

Don't Touch My Mustache: The **GI** version of *dou itashimashite*, a Japanese phrase meaning "you're welcome."

DOW: Died of Wounds.

E

Eighth Army: See **EUSAK**.

EUSAK: Eighth United States Army (in) Korea. The EUSA was established during WWII and is the commanding formation of US Army ground operations in South Korea.

F

Fag: Pejorative term for a homosexual. *aka* faggot.

FECOM: Far East Command.

FIGMO: Acronym for "Fuck it, got my orders."

First Shirt: A sergeant first class.

Flag Officer: A 1- to 4-star general, so called because they may fly a flag marking the position from where they exercise command.

G

Gas Passer: An anesthesiologist or nurse-anesthetist.

GEN: Abbreviation for the rank of general; a 4-star general.

GI: Abbreviation for anything having to do with the Army or Air Force, including soldiers and airmen. *aka* General Issue, G. I. Joe.

GOA: Abbreviation for the special rank of general of the army; the only 5-star general.

Gohong: A Korean word for rice, used by GIs to mean 'chow' or 'food' in general.

Gook: Pejorative term for a Korean person or thing; sometimes used for Asians in general.

Green-Apple Quick Step: Dysentery (an inflammation of the intestine causing bloody diarrhea).

H

HE: Abbreviation for 'high explosives.'

Hei-hei: A North Korean and Chinese term for an African-American soldier. Prounounced "high high."

Hey, Kim: A common way for a GI to address a South Korean soldier. Sometimes also "Hey, ROK."

Honcho: The officer in charge. *aka* Number 1 man.

Hooch: A log and earth bunker; these serve as the main defense for frontline soldiers. *aka* hoochie, hootch, hootchie. Sometimes used to describe other quarters, such as a prostitute's residence.

Honey Bucket: A bucket of latrine sewage.

HQ: Abbreviation for 'headquarters.'

Hyakoo: Hurry up.

I

I Corps: This US Eighth Army corps controls various US, British, and South Korean forces, typically in western Korea. Along with NORMASH, only one US Army MASH unit is assigned to I Corps. Historically, this was the 8055th. Pronounced "Eye Kor" because of the designated Roman numeral I ('1') and the eyeball-like insignia.

Ichiban: See Number 1.

Idewa: Pidgin Japanese for 'come here.' Pronounced "ee-dee-wah."

IX Corps: One of the three major US Eighth Army corps in Korea, mostly composed of US troops. It often advances in the center of the Army. By January 1953, it consists entirely of ROK forces. Historically, the two MASH units assigned to IX Corps were the 8076th and the 8063rd.

J

Jerkoff Lotion: Hand lotion.

K

KATUSA: Korean Augmentation to the US Army. Refers to all South Korean soldiers and civilians who are integrated into US rifle squads and other Army units.

KIA: Killed in Action.

Kimchi: A Korean vegetable dish unpopular with US soldiers. It thus became a slang term for 'shit' as in "We're in deep kimchi now."

Klick: One kilometer.

KMAG: Korean Military Advisory Group. The GIs assigned to work with KMAG personnel, but who lack confidence in KMAG combat abilities, call this "Kiss My Ass Goodbye."

Konbanwa: Japanese for 'good evening.'

KP: Abbreviation for 'kitchen police;' KP are persons assigned to mess hall duty.

KSC: Korean Service Corps; an auxiliary civilian formation of laborers and porters. See also YO-BO.

L

Latrine: The bathroom; *aka* 'the head.'

Line Jumper: A friendly or enemy who crosses the 38th parallel to spy, fight, or snatch prisoners. *aka* line crosser.

Little Chicago: The town of Tongduchon-ni, north of Seoul. It contains significant numbers of widows, orphans, prostitutes, beggars, souvenir peddlers, and thieves.

Little Friends: A GI term for South Koreans in general.

LTC: Abbreviation for the rank of lieutenant colonel.

LTG: Abbreviation for the lieutenant general rank; a 3-star general.

LZ: Abbreviation for a helicopter 'landing zone'—usually a small secured clearing.

M

M-UNIT: The meat component of a C-RATION, usually one of the following: pork and beans, chicken and noodles, meat and vegetable hash, hamburger patties, or meat and vegetable stew.

MAJ: Abbreviation for the rank of major.

MAMA-SAN: A brothel madam.

MASH: Mobile Army Surgical Hospital. A unit organized and operated for early surgical treatment of non-transportable casualties.

MEDICAL CORPS: This is a non-combat specialty branch of the AMS. It is composed primarily of commissioned medical officers—physicians with either an MD (Doctor of Medicine) or a DO (Doctor of Osteopathic Medicine) degree, and some post-graduate clinical training. Nurses are members of the NURSE CORPS, and dentists are in the DENTAL CORPS.

MEDICAL SERVICE CORPS: Like the MEDICAL CORPS, this is a non-combat specialty branch of the AMS. It consists of warrant and commissioned officers who work in medical administration, support, and healthcare but who are not physicians. Examples include psychologists, optometrists, and pharmacists.

MEDICAL SPECIALIST CORPS: This AMS corps consists primarily of dietitians, physical therapists, and occupational therapists—rarely found in a MASH unit.

MG: Abbreviation for the rank of major general; a 2-star general.

MICKEY MOUSE BOOTS: Black military boots composed of oil/diesel resistant rubber. They are prone to make the wearer's feet sweat, the moisture turning to ice during cold weather.

MILLION-DOLLAR WOUND: A non-fatal wound that results in a soldier being shipped home.

MLR: Main Line of Resistance.

MO: Medical Officer.

Moose: A Korean mistress.

MOS: Military Occupational Specialty. An MOS is composed of a classification title, a numerical identification, and a job specification. The numerical identification is known as the MOS code. Examples include: 3100 (General Medical Officer), 3150 (General Surgeon), 4123 (Practical Nurse), and 4745 (Chaplain). A detailed list can be seen at *http://www.koreanwar-educator.org/topics/p_mos.htm*

MP: Military Police.

MPC: Military Payment Certificate.

MSG: Abbreviation for the rank of master sergeant.

Mustang: An enlisted man promoted to officer.

N

NCO: Abbreviation for Non-Commissioned Officer. They have been promoted to positions of authority over other enlisted personnel, but have not been made commissioned officers (*i.e.*, a rank of second lieutenant (2LT) or higher).

NORMASH: Abbreviation for Norwegian Mobile Surgical Hospital.

Number 1: Slang for 'the best.' For example: "That's number 1, you bet!" Equivalent to *ichiban* in Japanese.

Nurse Corps: All nurses are commissioned officers in this non-combat specialty branch of the AMS.

O

On Your Horse, Amigo: The GI version of *annyong haseyo*, a Korean greeting that can be interpreted as 'Good morning' (or afternoon, or evening).

OR: Operating Room.

P-Q

Padre: Military slang for any Army chaplain, regardless of faith.

Papa-san: Boss man, especially one who runs a bar or nightclub.

PFC: Abbreviation for the rank of private first class. See PV2, PVT.

Pimple: A small hill.

PLA: Abbreviation for the People's Liberation Army (China).

Platoon: 16 to 50 soldiers. This combat unit consists of two to four squads/sections depending on the type of unit. For instance, an infantry platoon contains three nine-man rifle squads and one weapons squad, while a tank platoon consists of four tanks organized into two sections of two tanks each. A platoon is usually commanded by a first lieutenant (1LT).

Plumber: Someone who is 'uncool' or 'not with it.'

Pogey Bait: Candy, sweets, or luxuries more easily obtainable in support units than on the front lines. Grunts who work in support and administrative positions may be known as 'pogues.'

Pongo: Gas. A person with noisy flatulence is a 'pongo honcho.'

POW: Prisoner of war.

Presento: Slang for 'give me that' or 'hand it over.'

PVA: Chinese People's Volunteer Army.

PV2: Abbreviation for the rank of private, with service of at least six months. See also PVT, PFC.

PVT: Abbreviation for the rank of private, with service of at least four months. See also PV2, PFC.

PX: Post Exchange; a retail store. The size of the PX corresponds with that of the base. MASH units have a tiny (or no) basic PX, while large facilities have large PXs that also sell luxury goods.

R

RA: Regular Army.

R&R: The official abbreviation for Rest and Relaxation. Unofficially, *aka* Booze and Broads, Intercourse and Intoxication. Rotation back to the homefront is referred to as 'the big R,' while recreation is known as 'the little r.'

Regiment: 1,000 to 2,000 soldiers. Regiments are primarily infantry forces. Units from one regiment may be spread throughout the army; a regiment is not usually deployed as a whole unit. A regiment may include two or more BATTALIONS. A colonel usually commands it.

ROK: Republic of Korea. Pronounced "rock."

Roundheels: A promiscuous person who supposedly falls easily backwards into the sexual 'missionary position.' *aka* slut.

S

SACEUR: Supreme Allied Commander Europe.

Scrounge: To appropriate (or misappropriate), commandeer, pilfer, pinch, steal, etc.

Second Balloon: A second lieutenant (2LT).

SECTION: 4 to 12 soldiers. This is the smallest element, with size depending on its function. In infantry and most combat units, the term SQUAD is used instead, except for armor (tank/cavalry) units.

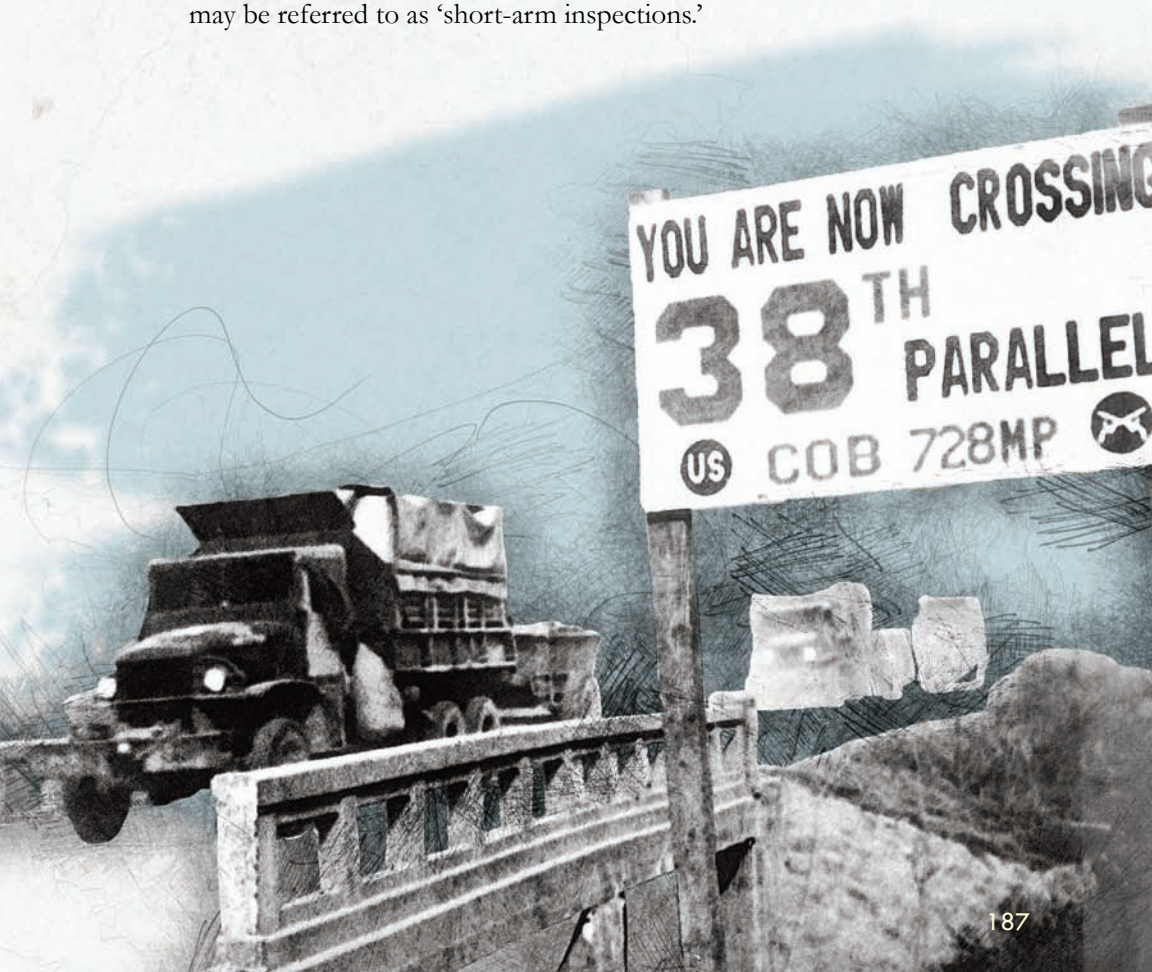
SFC: Abbreviation for the rank of sergeant first class.

SHACKING UP: Having sex.

SHAKEN: Suffering from what is now known as post-traumatic stress disorder; *aka* gone mental, shook, shook up.

SHAVER: A booby-trapped supply cart missing one wheel (which is lying nearby). When the cart is lifted to reattach the wheel, the trip-wire yanks and the bomb explodes.

SHORT-ARM: A penis. Routine medical check-ups for venereal disease may be referred to as 'short-arm inspections.'



SIW: Self-Inflicted Wound.

Skosh: A small amount. Comes from *skoshi*, the pidgin for children.

Sky Pilot: A very religious person; *aka* Bible-thumper.

Slicky Boy: A con man or thief.

SOS: Shit on a Shingle; chipped beef gravy on toast.

Squad: 8 to 24 soldiers. This is the second-smallest element in the Army, with its size depending on its function (light infantry, mechanized infantry, etc.). It is usually commanded by a sergeant. A squad contains two or more SECTIONS.

SSG: Abbreviation for the rank of staff sergeant.

Syrette: An injection device similar to a syringe. It resembles a small toothpaste tube attached to a needle.

T

Toksan: Plenty; a lot of something.

Tombi: A cigarette.

Troop: A COMPANY composed of ground or air cavalry units (armor and aviation units specially trained for reconnaissance missions). It is usually commanded by a captain or major.

U-V

UCMJ: Uniform Code of Military Justice. The UCMJ took effect on May 31, 1951. Before that, Army conduct was guided by the Articles of War. You can find a copy of the UCMJ at:
https://www.loc.gov/rr/frd/Military_Law/pdf/morgan.pdf
and its companion, the Manual for Courts-Martial, at:
https://www.loc.gov/rr/frd/Military_Law/pdf/manual-1951.pdf

UNC: United Nations Command.

UNCAC: United Nations Civil Assistance Command. This agency provides humanitarian assistance (with a focus on prevention of disease, starvation, and unrest) to the Republic of Korea.

Upso: Slang for 'there's isn't any.'

USO: United Services Organizations. This group provides recreational, welfare, and spiritual facilities for the armed services.

UTA: Abbreviation for 'up to the ass,' meaning to have an abundance of something.

Veterinary Corps: These AMS personnel provide veterinary food inspection, perform medical services for sentry dogs (as in the 26th Infantry Scout Dog platoon) and civilian animals, and assist other medics as required. They are not assigned to a MASH.

W

WAC: Women's Army Corps. Approximately 20 percent of the US Army's WACs served in Korea, mostly in secretarial and administrative positions in Pusan, Seoul, and Okinawa.

WO: Abbreviation for the rank of warrant officer. A chief warrant officer is a CW.

Word, the: The latest news or rumor. As in "What's the word?"

X

X Corps: Originally formed as an independent unit to conduct an amphibious assault on the port city of Incheon, X Corps grew to become a *de facto* field army primarily serving in eastern Korea. Historically, the two MASH units assigned to X Corps were the 8209th and the 8225th.

Y-Z

Yo-bo: A member of the Korean Service Corps.


Says $10 Billion for Armi
Says Reds Lost Chan
and STARS
STRIPES

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"Well, there's only one way to learn good surgery and that's to get bloody wet." [47]

These memoirs, histories, and other publications provided information and inspiration in equal measures. If you're interested in reading more about the Korean War, you'd do well to start here. For detailed information about the military campaign, note that the US Army Center of Military History (CMH) offers several publications online in free electronic format at *www.history.army.mil.*

The ✚ icon indicates a highly-recommended work.

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INDEX

"'GIs!' someone below yelled. 'Don't shoot! GIs!' For several seconds no one spoke or moved. Finally Corporal Sanchez called down, "Who won the Rose Bowl game?" There was silence again for a few seconds until someone below called, 'Fox Company, 23d Infantry, by God!'" [48]

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C

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ACCOLADES

"I trembled with elation as I stammered my thanks, and rushed away to get my gear." [49]

This appendix thanks the Kickstarter backers who sponsored this work and honors some of their friends and family members who served, or are currently serving, in the armed forces.

Backers

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C: C. Stevens, C.S. Partridge, Caleb Christensen Fletcher, Cameron Locke, Candi & Chris Norwood, Carl Rigney, Carl Schnurr, Cédric Balmat, Charles Lawrie, Charles Picard, Charlie Etheridge-Nunn, Charlie A Main, Chris Archer, Chris Aubrecht, Chris Cowger, Chris Hartford, Chris Heffernan, Chris "Spam" Holley, Chris Matei, Chris McGrath, Chris Mobberley, Chris Mooney, Chris Quin, Chris Schlitzkus, Chris Shields,

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Chris Snyder, Chris Teeter, Chris Vogler, Christian A. Nord, Christopher A. Bourassa, Christopher P. Crossley, Christopher Darden, Christopher Gasink, Christopher Swancara, Chuck Lang, Claes, Clayton Grey @ Laboratory, Clayton Thomson, Colby Higgs, Colin Ferrie, Colin Urbina, Conrad Hollomon, Craig Campbell, Craig Majors, Craig T.;

D: Daimadoshi_CL, Damian A. Bruniany, Dan Taylor, Daniel Hill, Daniel Oly, Daniele Di Rubbo, Darwin Bromley, Dave Eytchison, Dave Sokolowski, David Bradley, David Burszan, David Cheatham, David Corrie, David Curtice, David Dalton, David M. Klein, David Millar, David Nussear, David Starner, David K. van Hoose, David Van Keuren, David Wilkinson, David Wilson Brown, Dean Keith, Demian Luper, Derek Guder, Derek Hanson, Derek Knutsen, Det.Sgt.Kumar, Dexter Smith, Dirty Heart, dogbertcarroll, Dominic Quach, Dominic Thoreau, Don Fallo, Douglas Mota, Dr. Felix, Drake Min, Duan Bailey, Duncan Gibbs, Dylan Ross;

E: Efka, Ellie McLaren, Elliott Freeman, Emanuel James Miller, Endre Fodstad, Eric Coates, Eric Neiberger, Eric Pett, Erik Growen (ex-Cpl – Algonquin Rgt), Erika Eby, Eugene "Tinman" Doherty, Evan Abrams, Evan Brenner Hicks;

F: Fada Joe, Felix Le Rouzes, FelTK, Ferrell Riley, Filthy Monkey, Ford Fitch, Frank Dometrovich, Frankie Mundens, Fraser Simons, Frédéri "Volk Kommissar Friedrich" Pochard;

G: G Hifumi, G Murray, G. Christopher Klug, Game Rustlers, George Fields, ghalgor, Gianna Lomax, Gina Ricker, Grant F. Cauffman Jr, Grant Howitt, Guy Alter;

H: H. M. 'Dain' Lybarger, H. Rasmussen, Hamish Cameron, Hannah Hoffman, Harvey Mowbray aka the Scorpion, Heather Mae, Herman Duyker, Hidetoshi Hayakawa, Holger Hansch, Houston Newman, Howard T. Adams;

I: Ian Cole, Ian N Howard, Ian Smith, Il-Hwan Jang, Ingo Beyer, Ismael D. Sacaluga, Ivo Goudzwaard, Ivo Ivanov;

J: J. Derrick Kapchinsky, Jack Brown, Jack Gulick, Jack Norris, Jacob Kosanke, Jacqui Macgregor-Pahl, Jaed, James Barker, James Boldock, James Cruise, James Dillane, James B. Jones, James Killen, James Marcucci, James A. Mazza, James P Sauers III, Jamie L Herbert, Jamie Manley,

Jan Gravert, Jan Schattling, Jared Isle, Jarrod Farquhar-Nicol, Jason Allen, Jason Boles, Jason & Ann D'Angelo, Jason Edwards, Jason Lund, Jason Mical, Jason Olsan, Jason Pasch, Jason Pitre, Jason Robleski, Jason "JiB" Tryon, Jason Vannimwegen, Jason Weeks, JC Hay, JEdwards, Jeff Collyer, Jeff Dieterle, Jeff Eaton, Jeff Hall, Jeff House, Jeffrey Glover-Drolet, Jeffrey N Smith, Jemrys J. Rueff, Jennifer Fuss, Jeremy Kear, Jeremy LaMastus, Jeremy Siemon, Jerry L. Meyer Jr., Jesse R. Davis, Jim Ryan, Jim Schofield, Jo Besser, Jody Whittle, Joe Beason, John Davies, John Flack, John Mehrholz, John Rambo, John Roberts, John Robertson, John Upchurch, John Wick, Jon Andrews, Jon Kelley, Jonathan Korman, Jonathan Sharp, Jordan White, Jordon Davidson, Joseph Le May, Josh Fox, Josh McGraw, Josh Robson, Joshua Cameron, Joshua Ramsey, Justin, Justin Pearson, Justin Vander Schaaf;

K: Kai M., Kalel Chase, Karaktakus the Arcane, Kate Bullock, Katherine Fackrell, KC Krupp, Keith Cox, Keith Garrett, Rev. Keith Johnson, Kelley-Anne Crane, Kelly Morris, Ken Finlayson, Ken Spencer, Ken Young, Kent Heinesen, Kevin P Harris, Kevin Lemke, Kevin Wine, Kim DongRyul, Kit Walker, Kraken, kvaeron;

L: Lakas Shimizu Forever, Lance F. Rodriguez, Lasse Rosenkilde Olsen, Lester Smith, Liam Eyers, Liam Hazlehurst, Lisa Padol, Livia von Sucro, Lizard, Lorcan Murphy, Lou Prosperi, Lucas Bell, Lucas Hyon, Lucas Servideo, Lucus Palosaari, Lui M. Rebollar, Luke Chambers, Luke Wayland, LVB;

M: MA Hovi, Marc Curlee, Marc Newman, Marcel Andre Schmidt, Marian Paul, Mario N. Bonassin, Marissa Kelly & Mark Truman (Magpie Games), Mark Edwards, Mark Mintz, Mark Nau, Mark Richardson, Mark A. Schmidt, Mark Somogyi, Marshall Miller, Martin Greening, Martin Takaichi, Martin Wagner, Matt Pierz, Matt "Fatrick" Staley, Matt Williams, Matthäus Cebulla, Matthew Broome, Matthew McFarland, Matthew Wetherbee, Mattias elblaus, Max Glasner, Megan Condis, Megan Reigner-Chapman, Melissa Millar, Menachem Cohen, Merry Crystal, Mica Fetz, Michael Brock, Michael Burnam-Fink, Michael Patrick Thomas Hartwell, Michael S. Lyons, Jr., Michael L Nusbaum, Michael David Pereira, Michael Pureka, Michael Siebold, Michelle Kozmik Jirak, Mikael Dahl, Mikael Tysvær, Mike Leader, Mike Musteric, Mike Stanfill, MilesZS, Monkeyfun Studios LLC, Morgan Ellis, Moyra Turkington, Myria McDermott;

N: Nathan Harrison, Neall Raemonn Price, Nick Hopkins, Nick Waun, Nicola Urbinati, Nicolas Vandemaele - Couchy, Nicolette Tanksley, Nishan Aznavorian;

O: Olka, Ollie Groß, Omar Amador, open_sketchbook, Owen Edwards;

P: Paladin von Korff, Pasi Pursiainen, Patric Goetz, Patrick "PJ" Campbell, Patrick & Samantha Harris, Patrick Readshaw, Paul Baker, Paul Geer, Paul Kidd, Paul Riddle, Pedro Cendejas II, Peter Ballou, Peter Gallagher, Peter Albert Heinrich Schmidt, Petri Leinonen, The Phalanx Consortium, Phil Vecchione, Phil Ward, Philipp Neumann, Phillip Bailey, Phillip Pontious, pookie;

Q-R: Qualia, Quasi, Quirmo Rodriguez, R.R. Michael Humphreys, Rachel "Nausicaa" Tougas, Rafal Posnik, Randall Dederick, Randy Craigo, Randy Porter, Renee Middleton, Rhys Chiari Jones, Rich Thomas, Richard Auffrey, Richard 'Vidiian' Greene, Richard Haile, Richard Kreutz-Landry, Rick Sorgdrager, Rob Abrazado, Rob Deobald and Rachelle Shelkey, Robert Carnel, Robert Corr, Robert James Knowles, Robert J. Likins, Robert Night Ranger, Robert "Ayslyn" Van Natter, Robert Zumbrun, Rod Spellman, Ryan Chamberlain, Ryan A. Mannix, Ryan Slezia;

S: Sam Hock, Sandra Phillips, Sara Coburn, Scott Baker, Scott Diederich, Scott M. Knopf, Scott Philip McClellan, Scott Mohnkern, Scott Neilson, Dr. Scott Patterson, Seamus Conneely, Sean B. Gilgore, Sean Kelley, Sean Leffler, Sean Sherman, Sean M Smith, Sebastian "Space" Kraus, Seth Hartley, Seth Johnson, Shane Graham, Shane Ivey, Shane Liebling, Shane Mclean, Sharon and Jake, Sharon Crowle, Shawn Hagen, Shervyn, Shoshana Kessock, Silvio Herrera Gea, Simon Brake, Siobhan Morris, Skafte, Skyward* Corp., Spencer Wilson, Sphärenmeisters Spiele, Star Eagle, Star Newman, Stefan Wertheimer, Stefano Turino, Stéphane, Stephanie Cottrell Bryant, Stephen Butler, Stephen Hensel, Stephen Whitehead, Steve Fletcher, Steve Mackenzie, Steven Downing, Steven M. Smith, Steven Thesken, Steven D Warble, Steven Watkins, Stoney, Stop Short, The Strey Family, Stuart Hodge, Sven, Sven "DOC" Berglowe, Svend Andersen;

T: Tanya Itkin, Teddy Kim, telegraph_rd, Terrence Patrick Joseph Micheau, Tesia Kosmalski, Theo, Thomas Johnston, Thomas D. Johnston MD, Thomas M. Colwell, Thomas Piekarski, Thomas Saboy, Tim Ellis, Tim Sanders, Tim Thomas, Timothy Snyder, TIN, Todd Dayton, Todd Gibel, Todd Goodman, Tom Dowd, Tom Ladegard, Tom Richards, Tomáš Pribyl, Tomer Gurantz, Tony Jorgensen, Topher & Jonelle Davila, TravelingTim Salisbury, Tun Kai Poh, Tyler Hall;

U-V: Ursula Feller, Valeriy Martynov, Victor Wyatt, Victoria Collins;

W-Z: waelcyrge, Wasuremono, William Coyne, William Huggins, William Kovacevich III, William Lee, Wolfgang Wagner, Wright S. Johnson, Xopher Butzgy, YorkusRex, Zack Anderson

Servicemembers and Veterans

A.L. "Sonny" Weeks Jr., 1932-2012, Gunner's Mate, US Navy; **Andrew Chizek,** Corporal, US Army, 299th Engineer Battalion; **Anthony Burrows,** Royal Air Force; **Bill Porter,** Master Sergeant, US Army Alaska, Signal Corps; **Billy M Lomax,** CW4, US Army, 12th SFG Aviation; **Bob Stuart,** Lt. Colonel, US Air Force; **Bobby Taylor,** Quartermaster Third Class, US Navy, U.S.S. Rodney M. Davis FFG-60; **Caleb Stone Douglas,** US Army; **Calvin C. Sparks,** Sergeant First Class, US Army, 560th Quartermaster Service Company; **Carl Wagner,** US Air Force; **Carson Hanna,** British Army; **Chad McDermott,** Staff Sergeant, US Army; **Charles R.W. Fitt,** Chief Petty Officer, Canadian Navy, Yukon; **Charles Peak,** Lance Corporal, British Army, RLC; **Chris Aubrecht,** ET2, US Navy; **Chuck Lang,** Petty Officer 3rd Class, US Navy, Medium Attack Weapons Detachment; **Colby Wood,** US Coast Guard; **Danny Russell,** Specialist 4, US Army, 25th Infantry Division; **David Kosanke,** Specialist 4, US Army, Headquarters V corps; **David Scott,** Sergeant First Class, US Army, 10th Group Special Forces; **Doc Wilkie,** HM2 FMF, US Navy, India Company 3/24 4th MarDiv; **Donald Gill,** Corporal, US Marine Corps; **Donald R. Keller,** Sergeant, US Army, A Company, 367th Armored Infantry Battalion; **Donald C. Morgan,** Colonel, US Marine Corps; **Earl H. Johnson,** Chief Master Sergeant (CMSgt), US Air Force; **Edward L Howe,** US Navy; **Edwin E. Pearson,** Master Sergeant, US Army, 8th Army; **Emanuel James Miller,** Sergeant, US Army; **Emil Kovacevich,** Tech Sergeant, US Army; **Enoch Calhoun Jr.,** Private First Class, US Army; **Ephraim Korman,** US Army; **Ernest Ogden,** Sergeant, US Army, Missouri National Guard; **Ernest R. "Pete" Seymour,** Seaman First Class, US Navy; **Ernest Todd,** Sergeant, US Air Force; **Ernest Withun,** Sergeant, US Army; **Floyd Nelson,** Lieutenant, US Navy; **Francis McCloskey,** US Army; **George Norris,** Staff Sergeant, US Army Air Corps; **George W. Plemmons,** US Army; **George Williams,** Staff Sergeant, US Army, 25th Infantry Division; **Gerald Joseph Cork,** Private, Australian Army, 2/1 Australian Infantry Battalion; **Gerard Alfred Klug,** Sergeant, US Army, Combat Command B, 4th Armored Division, WWII; **Grover K. Mowbray,** PFC, US Army, Battery B, 405th Cavalry Battalion; **H. James Davila,** US Marine Corps; **Hansel Gene Lemaster,** Corporal, US Army, Task Force Smith; **Harold Calvin Lybarger,** Chief Petty Officer, US Navy, Combat Air Service Unit 12; **Harry Pontious,** Senior Master Sergeant, US Air Force; **Harry Prosperi,** US Army Air Corps;

Harry Siemon, 1st Lieutenant, US Marine Corps, 3rd Marine Division; **Harvey A. Brown,** PFC, US Army; **Harvey Robert Huss,** US Navy; **Heather Mae,** Sergeant, British Commonwealth Forces Korea; **Hector M. Dudley,** US Navy; **Heinrich Cebulla,** Seaman, Polish Navy; **Henderson Howell Smith Jr.,** Gunner's Mate 1st Class, US Navy, LSMR 401; **Henry John "Rick" Dhennin,** Private, US Marine Corps; **Ipsan Cruz,** US Army, SF Airborne Ranger; **Jack Edward Berkenstock Sr.,** US Navy, U.S.S. Forrestal; **James D. Lavaty,** First Lieutenant Infantry, US Army, 5th Special Forces Group (Airborne) 1st Special Forces; **James Edward Knowles,** Staff Sergeant, US Air Force, 308th USAF Wing at Kimpo USAF Base; **James Vernon Kosmalski,** SP4, US Army, 84th Engineer Battalion; **James McGrath; James Thesken,** Staff Sergeant, US Air Force, Experimental Flight Test Command; **Jasper "Jack" Moorlag,** Staff Sergeant, US Marine Corps; **Jerry Monroe,** Captain, US Navy; **John Coates,** Staff Sergeant, US Army, 24th Infantry Division; **John P. Croom,** Sergeant, US Air Force, 95th Supply Squadron; **John W. Grigsby III,** US Air Force; **John Irvin Mehrholz,** US Navy; **John Kevin Simmons,** Royal Australian Navy, HMAS Sydney, 1950-1952; **John H. Streitenberger,** Private, US Army, 1st Cavalry Division; **Jon Howard,** Master Chief, US Coast Guard; **Joseph Garbacz,** Sergeant, US Army Air Corps; **Joseph Le May,** SPC, US Army National Guard, 643rd Military Police Co.; **Joseph Martin Micheau,** E-3, US Navy, U.S.S. Roosevelt, MLS/Cook; **Joseph "Joe" Reczek,** Sergeant, US Army; **Joshua Aronoff,** Corporal, US Army, 1-163; **Joshua Meyer,** Staff Sergeant, US Air Force; **Julian Pruszkowski,** US Army; **Junius B. Stone Sr.,** US Navy; **Kai Hammerich,** Kommandør, Danish Red Cross, MS Jutlandia; **Keith W. Caldwell,** PFC, US Army; **Larry Mohnkern,** Lieutenant, US Navy, Naval Security Group; **Larry Pasch,** Staff Sergeant, US Army; **Laurence E. Hallin,** US Marine Corps; **Len Augustine,** Colonel, US Air Force; **Lewis Norwood,** US Air Force; **Lloyd Rasmussen,** Staff Sergeant, US Army Air Corps; **Louis Samuelson,** Sergeant, US Army, 771st Tank Destroyers; **Louis Wieland Jr.,** Medical Technician, US Army; **M. Roy Teeple,** Staff Sergeant, US Army Reserve, 351st Civil Affairs Command; **Marcel Couchy,** Maréchal des Logis, Armée française, 7ème RCA; **Marcel Schmidt,** Captain, US Army, 25th Infantry Division; **Marge Orme,** Sergeant, British Army, ATS; **Mart,** Senior Sergeant, Armed Forces of the USSR, Soviet Airborne Forces; **Matthew Middleton,** Corporal, US Army; **Melvin P. Proffitt,** Corporal, US Army, 936th Field Artillery Battalion; **Michael Downing,** Captain, US Army; **Michael A. Geffert,** Sergeant First Class, US Army; **Michael S. Lyons, Sr.,** Master Sergeant, US Air Force, 552nd AWAC Wing; **Morris B. Isikoff,** Airman, US Air Force; **Nick Watts,** Sergeant, US Army, 2/34 Dreadnaught; **Nolan Gilstad,** US Navy; **Oliver Thomson,** Major, US Army; **Otto Withun,** Lieutenant, US Navy;

Paul G. Borron IV, Petty Officer Third Class, US Navy, USS San Jacinto (CG-56); **Paul Magnes,** US Navy; **Peter Growen,** Major, Royal Canadian Air Force, 414 Squadron; **Phillip Aten,** Specialist, US Army, 1-77 AR; **Ray Monko,** Corporal, Royal Air Force, 3rd Logistics Wing; **Raymond Karl,** Captain, US Navy/Merchant Marine; **Richard Lee Breithaupt,** Staff Sergeant, US Marine Corps, 7th Motor Transport Battalion, 1st Marine Division; **Richard G. Vots,** Airman, US Air Force; **Robert Gasink,** Sergeant, US Army National Guard, 957th Bridge Company; **Robert S. Maack,** Major, US Army, Corps of Engineers; **Robert L. McElgun,** Staff Sergeant, US Air Force; **Robert L. Walker,** Chief Petty Officer, US Navy; **Robert Zalot; Roland Hayes,** Corporal, US Army; **Romolo Marcucci,** US Army, 215th Field Artillery Battalion; **Ronald "Ozzie" Thompson,** Sergeant, US Army, 25th Infantry Division; **Royal Spellman,** CMSGT, US Air Force; **Seokwan Chung,** Sergeant, Republic of Korea Army, Central Finance Command; **SerAndre,** Lieutenant, Italian Army Health Corp, Celio di Roma; **Sgt Rock,** E-7, US Army, 56th MP Company; **Stan Ulick,** Private, US Army, 10th Mountain Division; **Steve Landry,** Lieutenant, US Navy; **Steven Leroy Mooney,** Chief Petty Officer, US Navy; **Stuart R. Cottrell,** Lt. Colonel, US Army; **Sven Raymond Berglowe,** US Army, WWII; **Ted Solarz,** Sergeant, US Marine Corps, 1st US Marine Division; **Terrell Noffsinger,** Major, US Air Force, 313th Trooper Carrier Group; **Terry Wick,** Corporal, US Marine Corps; **The Unknown Warrior,** British Army, WWI; **Thomas D. Johnston Sr.,** Captain, US Marine Corps, 3rd regiment 5th Marines; **Victor Nightingale,** Sergeant, US Army, 37th Infantry Division WWII; **Vincent Brenner,** Sergeant, US Marine Corps, 2nd Infantry Training Regiment; **Wade Beidelschies,** Corporal, US Marine Corps, MALS-14 Avionics; **Walter Joseph Kozmik Jr.,** Specialist 3rd Class (SP3), US Army; **Wilhelm Heinrich Schmidt,** Drum Major/ Field Commander, Imperial German Army, 5th Company, 57th Infantry Regiment; **William David Curlee,** Captain, US Army; **William H. Kuss,** US Navy; **William E. Long,** Lt. Colonel, US Air Force; **William B. Petty,** Colonel, US Air Force; **William T. Ratliff Jr.,** Lieutenant jg, US Navy; **William C. Shields,** US Army; **William Smoak,** US Air Force; **William Starner,** Senior Master Sergeant, US Air Force; **William Lee Williams,** Seaman, US Navy, USS Bushnell (AS-15); **William Gerald Wilson,** Lieutenant jg, US Navy; **Woodrow Wilson Winans,** Technician 4, US Army, WWII; **Zachary Guder,** Specialist, US Army, 179th Military Police Company; **Ziv Plotnik,** First Sergeant, Israel Defense Forces

All names and service data appear as supplied by the backers; the author does not assume any responsibility for their accuracy or content.

PLAYBOOKS

"One of our officers was a tall, thin, square-jawed lieutenant we called 'Snake Face.' He was tough as nails." [50]

This appendix includes all seven of the starting playbooks (the Angel, Corpsman, Cowboy, Cutter, Doc, Grunt, and Padre) as well as the step-by-step character creation field guide and the patient trauma sheet.

These and other field guides and quick reference sheets can be freely downloaded at *www.brabblemark.com*, and should be available at all other stores that sell digital copies of *MASHED*.

Note: In the downloadable copies, the last page appears first and the 'cover' appears as the second page, so that you can print them as two-sided sheets and then fold them to resemble books. To make them easier to read in this edition, the front and back have been flipped so that the front cover appears first.

50. Corporal Harold L. Mulhausen, A Company, Seventh Regiment, First Marine Division, US Army. From *Voices from the Korean War; Personal Stories of American, Korean, and Chinese Soldiers.* By Richard Peters and Xiaobing Li. Page 98. Lexington: The University Press of Kentucky, 2004.

PB 16-1

MASHED ROLEPLAYING GAME PLAYBOOK

OFFICIAL COPY

THE ANGEL

UNCLASSIFIED

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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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DESCRIPTION (select or create one for each)

Uniform: *immaculate, out of, pressed, rumpled, 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,* .....

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

❑ **Bedside 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 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)
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**

PB 16-2

MASHED ROLEPLAYING GAME PLAYBOOK

UNCLASSIFIED

THE CORPSMAN

OFFICIAL COPY

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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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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,* .....

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**

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MASHED ROLEPLAYING GAME PLAYBOOK

UNCLASSIFIED

THE COWBOY

OFFICIAL COPY

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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.) .....

.....

.....

.....

.....

.....

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,* .....

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 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) [1-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
Warrant: +2, 0, 0, 0 [or] +2, +1, 0, −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 .....

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**

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MASHED ROLEPLAYING GAME PLAYBOOK

OFFICIAL COPY

THE CUTTER

UNCLASSIFIED

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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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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,* .....

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**

PB 16-5

MASHED ROLEPLAYING GAME PLAYBOOK

UNCLASSIFIED

THE DOC

OFFICIAL COPY

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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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.....

.....

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,* .....

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 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)
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**

PB 16-6

MASHED ROLEPLAYING GAME PLAYBOOK

UNCLASSIFIED

THE GRUNT

OFFICIAL COPY

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

Service Number ..... Date of Service .....

Rank & Pay Grade ..... Date of Rank .....

Monthly Pay $ ..... Sent Home % ..... Savings $ .....

Position, Field, or Specialty .....

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.) .....

.....

.....

.....

.....

.....

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,* .....

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 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) [1-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 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
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PB 16-7

MASHED ROLEPLAYING GAME PLAYBOOK

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THE PADRE

UNCLASSIFIED

8099 ARMY UNIT

MOBILE ARMY SURGICAL HOSPITAL

SERVICE DATA

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Rank & Pay Grade ..... Date of Rank .....

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Position, Field, or Specialty .....

PERSONAL DATA

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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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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,* .....

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.

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❑ **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.

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❑0 ❑1 ❑2 ❑3 ❑4 ❑5 ❑6

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

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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
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FG 1-CC

MASHED ROLEPLAYING FIELD GUIDE

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).

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.

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

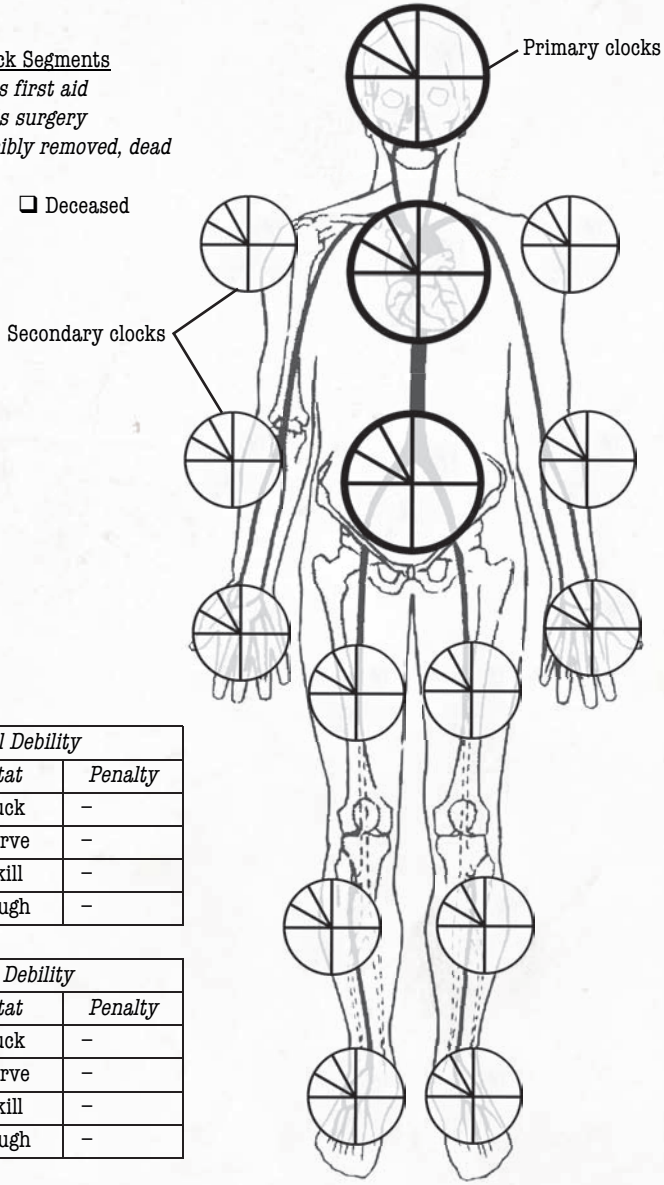

Figure 2. Body with Trauma Clocks

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

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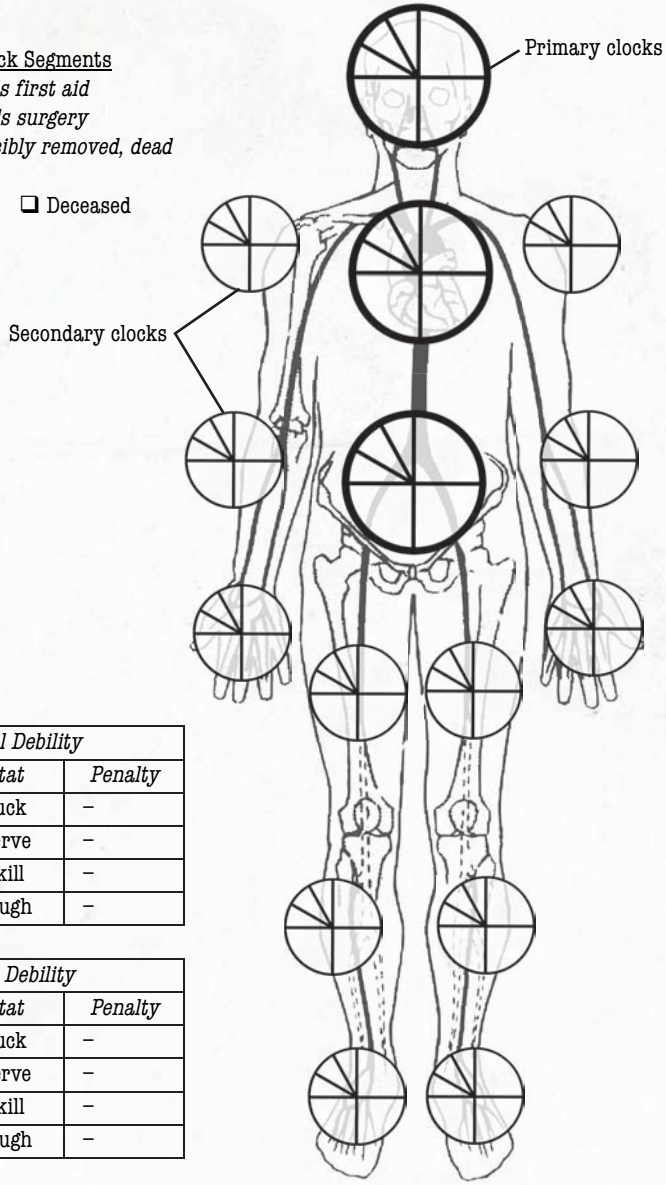

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Mental Debility		
Type	*Stat*	*Penalty*
Disturbed	Luck	–
Depressed	Nerve	–
Impaired	Skill	–
Anxious	Tough	–

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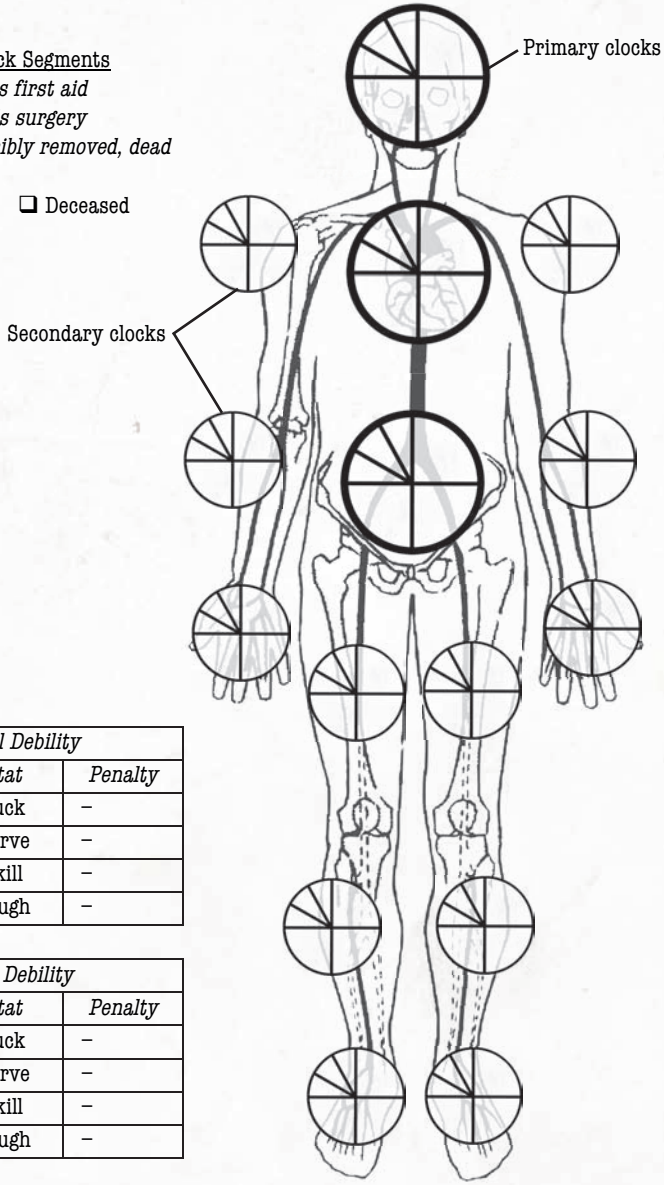

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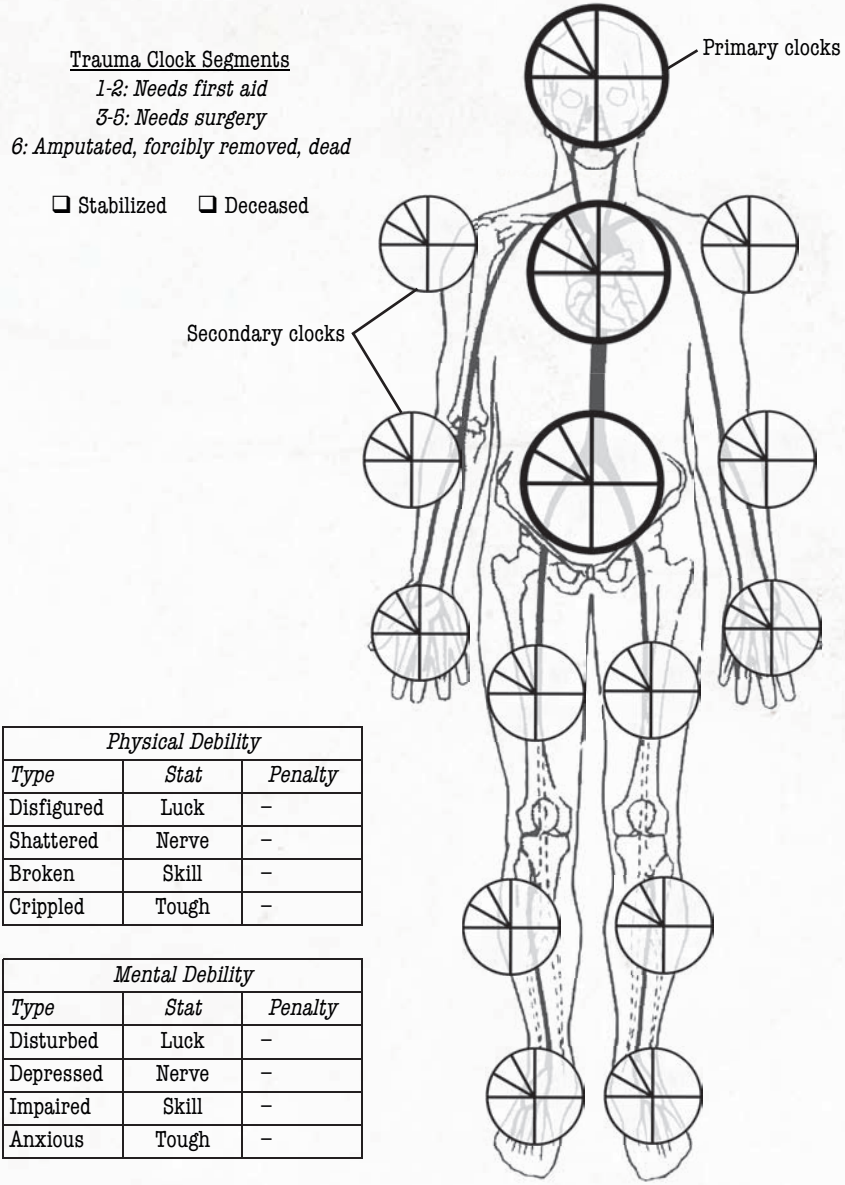
Impaired	Skill	–
Anxious	Tough	–

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



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	–

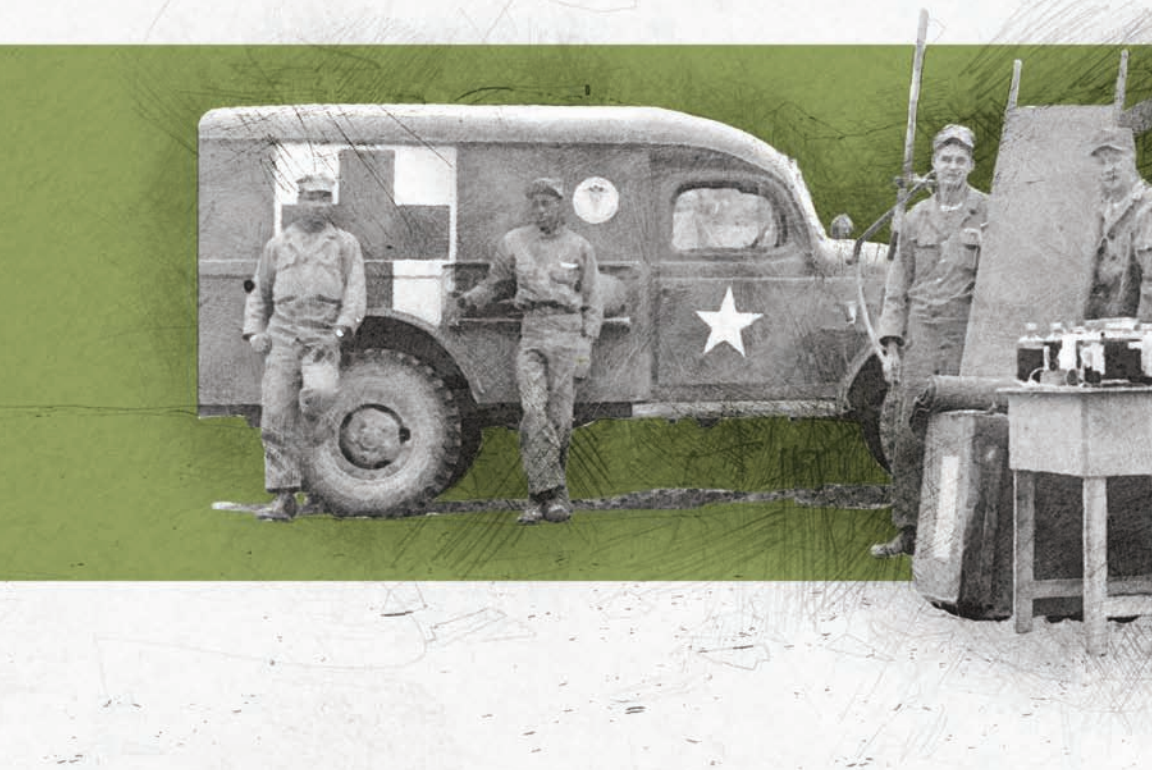
Figure 2. Body with Trauma Clocks

"MASHED weaves history and military procedures through the game in a totally fitting way, doesn't dwell on or ignore the challenges of the era for modern eyes, and features a brilliant use of countdown clocks and wounds. I cannot wait to see this finished and on the table."
– Meguey Baker, creator of *1001 Nights*, co-designer of *Apocalypse World*

MASHED is a tabletop roleplaying game that explores the value of human life and the stresses that war imposes on the people who live through it—but it's also about relationships. And courage. And laughter. And love.

Although your characters spend long hours performing surgery, *MASHED* compresses these into short events to focus on the most dramatic moments. Most of the game actually occurs outside of the operating tent, at times when the flow of casualties has ebbed. Here you may fall in or out of love, fight the orders of ineffective top brass, set up pranks, help your South Korean allies, pick fights, seduce your way through the unit, pull rank, and much more.

If you can find ways to relax amid the horrors of surgery and war, you might get rotated home with your sanity intact. Just remember that you're practicing medicine in a combat zone—and death isn't confined to the operating tent.



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