

**Efram (Chameleon) Osgood****Private (Charlie)**

Vitals: African-American. 5'8", 179 lbs. Brown eyes, shaved head. 21.

Description: The best point man in the squad, he tends to blend into the background even when not on patrol. He rarely speaks, and makes his opinions known with actions, not words. Some in the squad find his silence ominous.

Starting Profile: Warrior

**Burden:**

I love my country and I hate this war.  
I must not allow myself to fail.

**Starting Dice:** 2d6, 2d10, 1d12; Burden Die 1d8 **Months In:** 7

**Approach Table**

	<b>Violent</b>	<b>Subversive</b>	<b>Honorable</b>	<b>Peaceful</b>
<b>Accuser</b>	d8	d12	d6	d10
<b>Brawler</b>	d12	d8	d10	d6
<b>Invincible</b>	d12	d10	d8	d6
<b>Warrior</b>	d10	d6	d12	d8
<b>Companion</b>	d6	d8	d10	d12
<b>Soldier</b>	d10	d6	d12	d8

You MUST begin a conflict with one Approach; you MAY push the conflict with an Approach that you have not yet used, you MAY push a conflict with your Burden, you MAY NOT push a conflict more than 4 time (three Approaches and your Burden)

**Elmo (Saint) Smith****Lance Corporal (Alpha)**

Vitals: Scandinavian. 6'1", 198 lbs. Blue eyes, blond. 23.

Description: Elmo is anything but a saint. He always manages to dig up the substances that soldiers are not supposed to have, which makes him popular amongst his comrades. He falls over himself to stay in line when someone in command is around, to keep out of trouble. His own substance abuse has resulted in the injuries of squad mates in the past, but he keeps that quiet.

Starting Profile: Accuser

**Burden:**

I am not ready to die.  
I must live life to the fullest, just in case.

**Starting Dice:** 2d8, 2d12; Burden Die 1d10 **Months In:** 6

### Running this Demo

Get two players. Either hand each of them a card, or read the Burdens and let them choose who they want. Give them the dice on the card. You get 2d6 and 2d10.

Describe the setting. Go directly into the first situation. Drive towards conflict. Describe how each of them sees the situation through their Burden. Make them set their winning stakes, you set their losing stakes.

Go through the conflict. Encourage pushing and bringing in the Burden - always point out whoever is losing. If you're losing, push once or twice.

Encourage the players to describe their success or failure. Explain that at the end of the conflict, they give away dice to the GM or other players. Have them do so, and you put your dice you rolled (if any) out of play.

If there's time, go directly into another conflict stemming from the result of the first one.

### The Village

The characters are in the middle of a sweep-and-clear in a Vietnamese village. Herding everyone together into the middle of the village, setting hootches on fire, and so on.

First situation: A woman runs out of a burning building with a bundle in her arms, tears streaming down her cheeks. She comes running straight towards the Sergeant. Chameleon is farther away, but Saint is right next to the Sergeant. Neither of them can make out what's in the bundle - a child, or a sachel charge? Settling this question can be part of the stakes, or can be established as part of the results of the conflict.

Potential Followups: Someone shoots the woman and it was a child: Conflict over whether to take the baby with them or not. Nobody shoots the woman and it was a sachel charge: conflict over who's going to lead the squad now that the Sergeant is dead.

### The Jungle

The characters are in the deep jungle. These two characters hate each other, and it's night, and they've been assigned on patrol with each other and one other soldier.

First situation: The third soldier triggers a booby trap. He's badly wounded and unconscious. The characters are fairly certain there's VC in the area, that were probably alerted by the trap. Will they abandon the man to die? Will they try to take him back to base? Something else? Settling whether VC are out there or not can be part of the stakes.

Potential Followups: They return without the soldier and have to explain what happened, triggering a violent confrontation with his best friend in the squad. They abandon the soldier and get lost in the jungle, alone. They bring the soldier back and lead the VC right to the base camp. They fight with each other because of what happens in the first conflict.

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a game about war .

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