A picture containing clock, photo, tower, large

Description automatically generated

The following title contains the notes written by Conrad Audette for the play session of *MASHED* seen on *Deges and Dragons* brought to you by Dege Time. Dege Time does not own the rights to MASHED and the following product is for entertainment and educational use only.

OSAN

Welcome to Deges & Dragons and welcome to the 99th , soldiers! Today we’re playing MASHED by Mark Plemmons, who was extremely generous in donating books to us. Mmmmm love the feel and smell of Tabletop Books. Thank you very much for all the aid you offered in bringing this to life.

Our players here today will be traveling back to the Korean War in 1951 following fictional characters and stories, but attempting to simulate possible events there. I personally recall very little regarding this war from US History class 15 years ago, but fortunately the book contains all sorts of information pertaining to the progression of the war, historical events, weather, army ranks and jargon, there are over 75 references, so I feel pretty confident with the accuracy. I’ll remind viewers though that this is our first time with the material and the players are learning this alongside you.

To briefly go over the rules, if you recall from season 1 the World Wide Wrestling RPG players can take actions called “Moves”. These will represent anything involving a check and come in 4 categories – Basic moves everybody can do, Playbook moves unique to your “classes” like Grunt or Angel, Role moves R.O.L.E. for your role in camp, and Medical moves for your approach depending on your background. The success of these “moves” is determined by rolling 2d6 and adding any modifiers. 10+ is good success, 7-9 is success with a complication, and 6 or lower is a fail. This is the “Powered by the Apocalypse” model while say Dungeons & Dragons is the d20 model.

A lot of your decisions though will have ongoing effects and these are expressed a number of ways. For dice rolling we have Forward, Ongoing, and Hold. A forward is the very next roll, which can be positive or negative. You did a favor for an officer that you don’t necessarily have a relationship with, so now that you’re making a request to influence him, you have a +1 Forward. You aren’t friends and this influence repays the favor, so it’s done.

An Ongoing is perpetually adding or subtracting a number for every roll going forward. You got the best sleep of your life, they secured your favorite food, and your morale has never been higher. Until your morale drops, you have an ongoing bonus to all of your treatment checks.

A hold is a bonus that you can use as you see fit. Some action in the rules will reward you with a hold that you use in the future maybe to cancel a consequence or add +1 to a near miss.

These all sound positive, but you may also be given conditions and debilitating effects like you’re a cutter who severely burned his hand. How do you think that will change your ability to operate?

Each of the players in their deluxe character sheet will have a full list of all the moves available to them. Before discussing the clock system and one more important move, why don’t we introduce each character present and tell us your unique move that’s been selected to give some examples.

You may notice that each player has a different rank, playbook, and role. These all affect their years of service and their histories with one another. The history move reflects your relationship with somebody and how that may help or hinder them. Dr. Jonah and Father Don have both been part of the same unit for years and have a +3 History. A particularly difficult case comes in to diagnose, but Fr. Don wants to assist by expressing his faith in Dr. Jonah’s ability. Let’s say he rolls well – he gives a bonus to Dr. Jonah’s move. Let’s say he fails though. A fellow doctor overhears Father Don interfering with something he has no expertise in and becomes enraged. Father Don gains a bad reputation condition for the time being that he’s a nuisance in the OR.

Now for the clock system. Clocks are used as an abstract passage of time having 4, 6, or 8 segments to countdown. When operating on a person, there are 5 vital organs (Brain, Heart, Kidneys, Liver, and Lungs) in 3 places on the body (Head, Chest, Abdomen). Normally in person you’d have printouts of a casualty, which we’ll display what that looks like here ^ and the Commanding Officer would fill in clocks as seen fit. We are going to do our best online here and I’ll ask everyone to make clocks on their own scrap paper as we play.

SO ultimately what are we tracking? Stress & Harm. Stress will be the mental fatigue and conditions that arise from sleep deprivation, making mistakes, witnessing something tragic, and so on. Harm is the physical injuries and conditions from getting into a fight, being shot, starving, sickness, etc. The players will constantly be working to reduce both stress and harm not just from the NPCs, but also themselves. Every point is significant with 6 being the threshold for each having a complete mental breakdown or death. Stabilization for any one clock is to reduce it to 2. To make things even more nerve wracking, there are 6 secondary clocks PER SIDE. The arms and legs will need specific sections treated or require amputation.

I will be using these clocks to also represent events. There will be all sorts of subplots going on that need to be addressed before filling up or there will be SERIOUS CONSEQUENCES. Do any players have questions before we begin?

You arrive at the MASH in Osan, part of the 8099th or 99th and by that I mean warrant officer Ethan is driving up to the Bachelor Officer Quarters(BOQ) with Dr. Stony, Fr. Don, and Assistant Chaplain lieutenant Dack. Stony was drafted about a year ago for his skills and is just being transferred here now. Ethan supervises the motor pool and has his own Jeep named Blaze. Fr. Don felt like taking a ride because it’s such a beautiful day in late summer. Stony is being shown to his tent for the first time. BOQ are private or semi-private with 2 or 3 men. They are humble to start with cots, sheets, couple olive blankets, footlockers, and oil lamp. After being dropped off, Stony should report to the Chief of Medicine Dr. Jonah and meet the Chief Surgeon Dr. Biff Draymer when possible. I would like everyone to note 2 clocks codenamed Zephyer & Aqua, both with 8 segments. So 3 of you are in the Jeep and Jonas is in the hospital tent performing an evaluation on Cash Hermansen complaining of stomach pain. Where do you go?

A vehicle arrives with 10 wounded soldiers. Stony is needed in surgery right away. A package also arrives for Fr. Don – it’s a collection of photographs of men’s butts. You know this is the work of Fr. Tim, the padre of another MASH unit. You have a friendly rivalry as clowns, but he is more of a prankster.

Dr. Jonah is asked to supervise. Military Police arrive hustling through the hospital. The paperwork says Stony Shirwood was KIA and this man is suspected of being a spy. Losing a surgeon right now would put serious strain on the system.

Company Clerk Bill DeWard can fix paperwork – in his file there is both the transfer document and the death certificate though the bottom is cut off of both, so can’t see who signed off on either.

By motor pool a group of cute goats wanders into camp. Henscreech McNeil, who is repairing a big truck, is the first to notice. He’s an animal lover and vegetarian. Start 4 segment clock. \*SECRET\* goats have transferrable illness

While walking the perimeter, Mobb Prince notices delirious soldier wandering into camp through minefield. He runs to save him, but explosion goes off. Mobb may lose hand and not be able to play guitar. Unconscious soldier if saved is Ted Bachman who saw Chinese People’s Volunteer Army preparing truck squadron loaded with heavy weapons several klicks away. CO will order hold our ground, but information is important.

Night has come when Ethan is woken by Mcjingles Mcnichols from signal services that he’s to immediately rally to pick up 20 incoming wounded. What do you do?

It’s morning. Cash Hermansen starts to complain of stomach pain because he’s supposed to clean the trucks.

News comes that Reba Rebecca, American pop idol, is coming late afternoon to perform and party.

Down by the river Mitch Weller & Su-Bin are stung by bees and begin having allergic reactions. What do you do?

Cart with few fire victims and crush victims comes right before Reba. Notice some stock is missing that shouldn’t be.

She has small entourage with her. When she arrives she performs, later gets drunk and entices others to join, wants to go for a joy ride. Sudden Monsoon Weather comes, potential get lost, stuck. Power will go out during surgery while NPCs attempt to secure the tents better.

By morning clock aqua resolves and parasites may be unleashed.

While on patrol or in rain, will come across few Korean soldiers with supply crates of medicine – what do you do?

Brigadier General Mike Deer comes looking for spy and accuses and tortures the barber (spy really Lyla) – what do you do?

**Appendix A – Characters**

Command

1. Chief Medic/Commanding Officer (CO) - Dr. Konrad Gold (Lieutenant Colonel)
2. Chief Surgeon - Dr. Biff Draymer, massive biceps like a fucking gorilla, skinny otherwise, super competitive and a douche. He's homely, but sex is his vice. (Major)
3. Chief Nurse - Nina Belacqua, super hardworking and a major reason the place functions. (Out of game - don't mess with her unless you want an aneurysm courtesy of me) Major
4. Chief of Medicine - Dr. Jonah Hale (Major)
5. Executive Officer - Dr. Michael Masterson, dark curly hair, skinny nice guy, may have gone by Abe, a bit of a philosopher, he likes to chat the ways of the world with a nice beer (Captain)
6. Hospital Chaplain - Fr. Don Knight (Captain)
7. First Sergeant - Devon Lee, short muscular irishman, he is no nonsense when it comes to duty, but parties harder than anyone when it's time to relax. Literally impossible to remove beer from his grip
8. Company Clerk - Bill DeWard, was studying English & writing when he was drafted and now oversees all the paperwork. He's a bit of a jokester and loves games (Staff Sergeant)

**Nurse Corp**

* **General**
  + **Maureen Kistner –** from Mississippi, 0+, little chubby with wide wavy brown hair, very strong
  + **Leni Porter –** 5’4, 121, blonde,0+ 1st generation of German descent, loves chocolate
  + **Yvonne Daubney –** very skinny, 0+ young but looks older than she is, chain smoker
  + **Peggie Flores –** beautiful New Yorker, meticulous with hair up tight, on guard A+
  + **Leslie Aiza –** 1st generation of Indian descent, privately religious, quiet girl 0-
  + **Topsy Otieno –** from Oregon, quite chatty, AB+, awkward
  + **Happy Gabler –** 5’ previously secretary, dependable paperwork, annoyed by jokes for name 0+
  + **Nadia Sousa –** mid 40’s very experienced nurse, short straight blonde hair, easygoing, B-
  + **Seraphina MacFaische –** crazy amount of freckles, big drinker, reputation (untrue), 0+
  + **Dorothea Avicii –** in good shape, a foodie and great cook, runs around camp regularly B+
* **Surgical (Scrub/Circulating)**
  + **Bryn Hayes –** doublebraided dirty blonde, mid 40s, extremely kind, military husband killed 0+
  + **Meril Blanco –** deep south used to work the farm delivering animals, secretly gay A-
  + **Angelica Kurk –** tan average size, wealthy family, joined military to avoid arranged marriage 0+
  + **Tabby Smith** – wild from Alabama, wanted to take part in the fighting side, promiscuous AB-
  + **Emilia Vasquez –** prankster amongst the nurses, she’s very sneaky, tan dark hair 0+
* **Anesthetist**
  + **Ivy David –** Jewish girl who is rather grim and stickler for rules, very curly hair A+
  + **Stephanie Bull –** her brother was drafted and she wanted to do her part, loves cards 0+

**Medical Corp**

* **Surgeons**
  + **Stony Shirwood**
  + **Valentine Josephson –** Stony’s roommate, 1st generation Russian, anti-communism, tall broad, makes weird jokes B-
  + **Julian Brawn –** ironically 5’6 and skinny, seems spacy and laughs frequently, but great surgeon 0+
  + **Woody Norwood –** oldest person in camp at 53, he has fought off retirement, but should A-
  + **Victor Georgeson –** sky pilot, black, believes skill straight from God and that he’ll succeed AB-
* **General Docs**
  + **Adonis Strand –** physical specimen, extremely good looking with short dark hair, has issue with insubordination because he thinks he’s always right 0+
  + **Gabriel Gutierrez –** average sized, very chatty will talk about anything to annoyance 0-
  + **Hugo Knef –** rather rotund tan man with short hair, loves cinema, loves the CO B+
  + **John Stronzi –** normal nice doc who is a bit OCD, but good at making deals 0+
* **Internist**
  + **Mitch Weller –** The former newest member of the team, latches on to Stony as the new guy 0-
* **Anesthesiologist**
  + **Alexander Stern –** chill guy, basketball fan, plays bass guitar, makes sure everyone is comfortable \*black market drugs\* A-
  + **Orlando Shepherd –** drilled in the face with a baseball and frequently in pain recovering from it (Orlando Bloom look alike) 0-
* **Radiologist**
  + **David McKinnon –** darker brown hair, freckles, average size, soccer fan B-
* **Dental Surgeon**
  + **Dan Lamb –** does excellent work, but smack talks everybody who comes to see him 0+

**Medical SERVICE Corp**

* **Admin**
  + **Beaver Robes –** nice good looking guy, somewhat emotional, used to date Topsy, and usually deflects to deal with the rest of the corp himself 0+
* **Pharmacist**
  + **Jaren Foley –** Tall religious man with tight dark hair and beard, has beautiful voice and always leads army choir and church choir 0+
* **Optician**
  + **Pau Testa –** fluent in Chinese & Korean, he’s especially friendly to Koreans around camp A+
* **Parasitologist**
  + **Ryan Moinahan –** short skinny blonde man, reputation as mad scientist obsessed with parasites and spends much time alone really working in exchange for favors AB+

**Administrative Services**

* **Chemical**
  + **Eli Gujic –** raised by mother, midwife, normal lifestyle 0+
  + **Zeb Small –** burly troublemaker, talks his way out of things, hustles when wants to 0-
  + **Gaylord “Greg” Skala –** difficulty making friends, strange, anger issue B+
  + **Lee Dubgale –** great at smuggling in odds and ends often stealing smoke grenades to cover his tracks. Very popular, so overlooked by those close B-
* **Engineering**
  + **Angus Gwydion –** massive super nice guy who has plumber’s license and no sense of smell 0+
  + **Ash Moa –** young quiet guy of average height oddly develops type 2 diabetes AB-
  + **Russel Brook –** (Westbrook)
  + **Larry Gilford –** (Larry Bird) bully picking fights
  + **Jethro Gull –** Southern pride, general structure guy
* **Mess**
  + **Milo Boyle –** cool guy in his late 20s, tattoo artist back home, anemia AB+
  + **Honeyham Bonbon –** Hawaiin guy and struggling to say his name, he’s called Honeyham affectionately, sergeant head cook
  + **Bob Gorn –** (John Hume)
  + **Matt Doe –** bearded skinny
  + **Matt Collins –** obnoxious weird ears
  + **Matt Jeffords –** fatter, suicidal ^ known as the Mattoon, they’re the Mess police
* **Military Police**
  + **Hans Kristov –** extremely fit 50-year-old was a mercenary for 25 years, white spiky hair, B-
  + **Mobb Prince –** above average height, avoids all hair cuts and shaving as long as possible, amazing guitarist who frequently uplifts morale
  + **Tyrone Patton –** DMX
  + **Franklin Hunnicut -** Scaleeze
* **Ordnance**
  + **Ethan Lundberg –** Warrant Officer in charge, personal jeep “Blaze”
  + **Henscreech McNeil –** above average height, extremely skilled repairs, vegetarian, loves animals
  + **Cash Hermansen –** short and scrawny, constantly uses abdominal pain as an excuse to get out of work. Third time appendicitis
  + **Rhinoquake Huddledon –** 6’9 behemoth who handles all the heaviest weapons, incredible badass who fractured a man’s skull with his fist
  + **Jobin Small –** does repairs (Jobin)
  + **Adam Brown –** truck driver, super muscular always working out
* **Personnel & Administration**
  + **Beef Welsh –** tall and loud goofball who doesn’t know his size, he makes jokes about people’s names as they come in
  + **Arthur Pepper –** nice blonde soldier that is from same town as Beef. Unassuming and drug thief.
* **Quartermaster**
  + **Joe Marley –** 6’6, 250, late 20s and relatively new to MASH. Served on frontlines successfully for several years. Trained boxer. Has severe concussion that if left unnoticed, he’ll die
  + **Emmanuel Patton –** (Sean Senior)
* **Registrar**
  + **Lyla McNabb –** small cute religious nurse who only gets along with other religious folk oversees the service. Is actually a spy.
  + **DJ Munch –** really spacy guy with thinning dark hair, always half smiling
* **Signal**
  + **Mcjingles Mcknichols –** From NH and obsessed with Christmas, says it reminds him more of America than anything else.
  + **Carl Logger –** Abrasive and rough, but all the communications are efficient under his operation

**Ambulance Platoon**

**Helicopter Detachment**

**South Koreans**

* **Workers**
  + **Ji-Soo –** the barber, he speaks great English and is well liked by all. He’s 40’s bald
  + **Duri –** young skinny messenger who frequently rides along to hand deliver letters
  + **Pyong-Ho –** average size, studies camp and places materials to reflect moonlight for guidance
  + **Sang Sung –** muscular man who helps translate
  + **Su-Bin –** orphan looking to be hired as a worker
  + **Hyun-woo –** boysun working for CO
* **POW**
  + **Dong-Geun**
  + **Dae-Mi**
  + **Eyu-Chung**
* **Women**
  + **Yu-Mi –** woman who arrives with infant and mother
  + **Hyeung Han –** disapproving old mother

**Outsiders**

* **Idol Group**
  + **Reba Rebecca –** busty pop idol and American treasure who truthfully is really struggling and has alcohol problem
  + **Chris Christoff –** pianist and extremely flamboyant, not liked by GI
  + **Steve Stevens –** guitarist with long hair, very hippie and angry to be forced here under contract
  + **Jack Jackson –** bassist who is really quiet and only speaks when forced to – all black
  + **Dino –** drummer who is as wild as Reba and extremely jealous of men she sleeps with, will challenge to strength contests
* **Event Wanderers**
  + **Ted Bachman –** small pudgy with glasses and light brown hair, baby faced. Caught in mine field, has some information
  + **Corporal Leo Owens –** a very young soldier with tight reddish hair who arrives on stolen vehicle from another camp after Yu-Mi and his infant son. He wants to take them back to America, but mother won’t allow it
  + **Major Mark Kader –** a commanding officer from another camp coming to find Leo Owens, stolen vehicle, and court martial him
  + **Brigadier General Mike Deer –** personally come to root out spy

**Appendix B – Clocks**

Beginning of Game

* Zephyr | 8 segment clock that lasts entire game representing morale for when attack comes at the end
* Aqua | 8 segment clock representing the missing “Chemical” team in charge of sanitization, injured outside of the camp

Early Game

* The Goats | 4 segment clock, extremely cute animals wander in but carry disease

Diagram

Description automatically generatedDiagram

Description automatically generatedA picture containing map

Description automatically generated