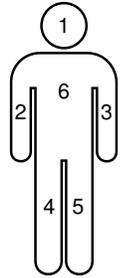


Infantry Condition Report

Player Name	Serial No.	Usefulness
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Prosthetics

- 1. Head ▶
- 2. Right Arm ▶
- 3. Left Arm ▶
- 4. Right Leg ▶
- 5. Left Leg ▶
- 6. Torso ▶



Equipment

Basic Training

The General's office assigns all soldiers a unique serial number. If you encounter another soldier with the same SN, he is an enemy spy and you must immediately terminate him. All soldiers are issued a combat knife, 10 meters of parachute cord, 5 grenades, and one weapon randomly selected from Table 1.

The General continuously evaluates the performance and intrinsic value of all soldiers under his command. New recruits are assigned a usefulness score of 10. A soldier's usefulness is increased when he accomplishes a mission objective (+3) or receives a desirable prosthetic. His usefulness is decreased when he fails an objective (-3), sustains an injury (-1), or receives a poor prosthetic. The General may adjust a soldier's usefulness score for any other reason and without explanation. Any soldier whose usefulness falls to zero will be judged a saboteur and a traitor, and The General will assign him a suicidal mission objective. Failure to accomplish this objective will be punished with execution. Each soldier is required to know his own usefulness score and to report it quickly and accurately upon request.

The positions of all soldiers are marked by plastic army men. Most details, including range limitations, may be roughly estimated, and The General makes final rulings. Each player, in no particular order, may take one turn per round. Turns are taken, not given. A soldier may perform various actions on his turn, but he is limited to a single attack. To make an attack, first declare the targets and the order in which hits will be assigned to them (multiple hits may be assigned to a single target). For a weapon with Xd6:Y effectiveness, roll X dice and count all that show Y or higher as hits. For each soldier that is hit, roll 1d6 to determine which part of his body is injured. After all injuries have been determined, injured soldiers will receive medical attention.

Health services has an excellent response record. Any soldier injured in the line of duty is immediately extracted, fitted with a prosthetic (randomly selected from Table 2), and redeployed. If a soldier becomes more than two-thirds prosthetic, he is considered a non-human and is therefore ineligible to fight under the terms of the Simulant Holocaust Intervention Treaty. That soldier's usefulness score is reduced to zero. Naturally, he will be unable to complete his assigned objective . . .

Table 1: Weapons

1d6	Weapon	Effectiveness	Failure Mode
	Combat Knife	1d6:5	None
	Grenade	5d6:4	Fumbled on two 1's: The General assigns any hits to nearby soldiers
1	Sniper Rifle	1d6:3	Improbable ricochet on a 1: Re-roll, targeting any soldier of The General's choice
2-3	Machine Gun	3d6:5	Each 1 is a misfire that hits any soldier of The General's choice
4-5	Flame Thrower	3d6:4	Explodes (3d6:4) on a hit to the torso of the wearer: The General assigns any hits to nearby soldiers
6	Rocket Launcher	5d6:5	Pointed backward on two 1's: The General assigns any hits to soldiers behind the attacker

Table 2: Prosthetics

1d6	Head	Arm	Leg	Torso	Usefulness
1	Cantalope	Slinky	Vacuum Cleaner Hose	Slot Machine	-3
2	Waffle Iron	Paint Roller	Squeaky Wheel	Dishwasher	-2
3	Original, Backward	Crutch	Toilet Plunger	Water Cooler	-1
4	Elk Antlers	Flare Gun	Pogo Stick	Beer Keg	+1
5	Flood Light	Chainsaw	Metal Detector	Lawn Mower	+2
6	Helicopter Rotor	Grappling Hook	Piston Jump	Jet Engine	+3