## Unwritten Rules (written here for your convenience)

Ignore the rules. They suck anyway. Fun is more important than the rules. Use the rules when they suit you or you aren't sure what else to do, and make up BS the rest of the time. Fudge rolls whenever it suits your purposes.

Ignore reality. It sucks anyway. If a player wants to burn a concrete building to the ground, let him.

Encourage creativity, comedy, and infighting.

Nobody survives. Ever. Make sure your players understand this and that they value their characters accordingly.

Injure players early. Ensure that at least a couple of players get good prosthetics. Make sure that everyone uses their prosthetics (good and bad) to maximum effect.

One of the most useful mechanics for The General is this: roll 1d6, and think about how it makes you feel. Does it make you feel good? Then something good happens. Does it make you feel bad? Prosthetics all around! Note that successes and failures occur on both sides of the battle, so a roll that feels good may be a spectacular success on the part of the enemy if that's what you were hoping for.

## Training Your Players

Condition your players to do your work for you. Condition your players to *enjoy* doing your work for you. This is easier than you might think.

When a player asks "Whose turn is it?" or "Is it my turn?" respond quickly and firmly, saying "Turns are taken, not given." Once you have done this two or three times, other players will often chant it for you. Once this is accomplished, the correct response to "Is it my turn?" becomes "Is it?"

Accept as many suggestions from the players as possible. Make it clear that an entertaining suggestion is a far deadlier weapon than anything in their inventory. When the players realize this, they will practically conduct the game without you. You will be left simply to decide what is the most amusing at any given time.

If you want to see a particular action, let the players know. They will advance as you command with the assurance that nothing (too) bad will happen to them so long as they please you. Fudge the rolls in their favor when they comply. Punish them mercilously when they do not.

When players do what you want, award some usefulness. Just be sure to take it away later.

## Extra Equipment

Give your players bonus equipment at the beginning of a mission. There may be obvious uses for the special equipment, but encourage players to look for unconventional uses. Give different players items that obviously work together. Here are some suggestions: Shaving cream, corkscrew, full wine bottle, taser, bolt cutters, empty squirt-gun.

If a player wants a piece of equipment during the mission, it is very likely that they will find it in a storage locker, on a dead body, or just laying about.

Pass out alcohol and drugs freely (in the game, not in real life). This provides some potential comedy, and it lets you overtly steer player characters with the excuse that they are "impaired."

## Running Gags

Develop running gags with your usual players. It is important that you don't simply tell jokes — let the players participate in, set up, and create their own jokes. Here are some examples:

There is always a fence. An easy way for a player to check if it is electrified is to throw another hapless player against it. The fence is always electrified. Somebody always checks anyway.

At least one building will catch fire during the mission (the players have flame throwers, rocket launchers, and grenades, what did you expect?). It usually turns out to be a building that contains materials vital to the success of the mission. Regardless, the players will find (or be given) reasons to charge inside. The more trivial the reason, the greater the odds of success and survival.

## Assorted Tips

Always assign duplicate serial numbers to at least one pair of players.

Ask for reports of usefulness often. Decrease usefulness often.

Avoid killing a player completely until the game is almost over (or they have to leave). If all else fails, deploy a replacement. Don't leave someone out just because of unfortunate dice rolls. Instead, kill everyone together in an epic catastrophe.

If any players manage to survive the mission, ensure that they meet with doom upon reporting back to HQ.

Catastrophic failure is more entertaining than simple failure, even for the player involved. Most players would rather explode into gory bits than do nothing.

The game works best when players have enough room to act independently, so provide a large play area. Use the floor. String or cords can be used as a perimeter fence, which helps define the play area. Buildings made from shoe boxes and books divide the battlefield and give players perches from which to rain down destruction.

## Missions

Recovering (stealing) an item from an enemy base is a good mission starter. Make sure the item is something the players can interract with. The players should either fight to obtain the item or fight to avoid carrying the item.

Another option is capturing or disabling an enemy outpost. There should be something interesting at the outpost, like an immobile super-weapon.

Escort missions can work as long as you focus on a single ambush location. The escortee should be used as a source of conflict amongst the players. If the mission is to walk The General's dog, the dog should bite some players (probably infecting them with a rapidly progressing strain of rabies) but sniff out useful equipment for others.