

JMO7 LUCKY STRIKE

CREDITS

Written by Jason Morningstar

Edited by Steve Segedy

Lucky Strike was Playset of the Month, April 2010.

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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"When you play, play *hard*." - Theodore Roosevelt

THE SCORE

FRANCE ... NOVEMBER 1944

This playset takes place at the United States Army's Camp Lucky Strike Replacement Depot, near Le Havre, France.

By the fall of 1944, the U.S. Army was losing infantrymen faster than it could train new recruits. Poor planning and German tenacity combined to create a deep manpower shortage on the front lines of the European theater. The ill-advised solution was the Replacement Depot, or "repple-depple". Nestled safely in the rear, the Replacement Depot was a temporary home for soldiers awaiting new units. Some were recovered from injuries, some were green troops directly for training known as "replacement increments", and some were "otherwise displaced" for various reasons, often dubious. They were sent to whatever unit had a need, often without regard for their specialty – anti-aircraft gunners and tank destroyers were thrown into infantry battalions and men who had never seen a tank were dropped into Shermans and told to learn fast. Men separated from comrades they had spent years training with were guaranteed never to see them again once they hit the repple-depple. Boredom and low morale led to crime and foolishness.

It was, in a word, a fiasco.

MOVIE NIGHT

The Dirty Dozen, Band of Brothers (TV), 'Allo 'Allo! (TV), Les Hommes de la Guerre.

RELATIONSHIPS...

1 BROTHERS IN ARMS

- Medical evacuees
- ◻ Foxhole buddies
- ◻ The only survivors
- ◻ Separated from their unit
- ◻ New guy and veteran
- ◻ Secret murderers

2 REPLACEMENT INCREMENTS

- A pair of shirkers
- ◻ A pair of gung-ho patriots
- ◻ Fish out of water farm boys
- ◻ Officer's aide and supply clerk
- ◻ Poker buddies
- ◻ American PW and green recruit

3 ANTISOCIAL

- Lunatic and minder
- ◻ Unrequited lust
- ◻ Sexual competitors
- ◻ Lovers
- ◻ Violent rivals
- ◻ Bully and victim

4 CRIME

- ◻ Loan shark and debtor
- ◻ Pimps
- ◻ Thieves
- ◻ Hell-raising ne'er-do-well thugs
- ◻ Gamblers
- ◻ Con artist and mark

5 THE BLACK MARKET

- ◻ Army CID investigator and informant
- ◻ Supply clerk and fixer
- ◻ Truck drivers
- ◻ Provost Marshal inspector and kingpin
- ◻ Procurer and client
- ◻ Drug dealer and addict

6 SPECIAL CASES *(Use with care)*

- ◻ German PW and guard
- ◻ French criminal and Army liaison
- ◻ Officer and enlisted man
- ◻ Stars and Stripes reporter and source
- ◻ Nurse and soldier
- ◻ Conscientious Objector and Doctor

...IN CAMP LUCKY STRIKE

NEEDS...

1 TO GET OUT

- ☐ ...of a work detail that is killing you
- ☐ ...of a relationship that's turned weird
- ☐ ...of responsibility for an accident
- ☐ ...of intense scrutiny, so you can finish what you started
- ☐ ...of Lucky Strike, where everybody knows your game
- ☐ ...of the war, which is driving you insane

2 TO GET EVEN WITH

- ☐ Your platoon sergeant
- ☐ The Colonel
- ☐ A Frenchie
- ☐ A snitch
- ☐ The God-damned Krauts
- ☐ Your squad

3 TO GET READY

- ☐ ...to confess your love
- ☐ ...to confront your worst fear
- ☐ ...to rat him out to CID
- ☐ ...to take what you deserve
- ☐ ...to send someone home in a box
- ☐ ...to debauch yourself

4 TO GET RESPECT FROM

- The old squad, by earning a medal
- ◐ God, by atoning for your mistake
- ◑ Your lover, by proving your devotion
- ◒ An insubordinate soldier
- ◓ A friend, by rescuing them from ruin
- ◔ Yourself, by punishing your persecutors

5 TO GET THE TRUTH ABOUT

- How they died
- ◐ The secret project
- ◑ Someone's criminal history
- ◒ The Colonel's trips to Rouen
- ◓ The smuggling operation in Lasville
- ◔ The locked box in map room

6 TO GET RICH THROUGH

- Ripping off the locals
- ◐ Cooking the books
- ◑ Smuggling valuables
- ◒ Selling morphine and amphetamines
- ◓ Blackmail
- ◔ Rigging a card game

...IN CAMP LUCKY STRIKE