

Veterans

Introduction to Veterans

Veterans is a competitive role-playing game for 4 or more players, based on retired veterans from a war spinning yarns about their adventures.

Preparation

Since Veterans can be used for virtually any setting imaginable, before you start playing you should discuss with your friends and decide on playing veterans from a war or battle that occurred in the past. The setting for the game will be 30-60 years later, when the veterans from that war or battle are old and retired.

The players should decide on one of themselves to be “The Audience”. All the rest play Veterans from the aforementioned war or battle.

Each Veteran is given 10 Audience Approval tokens. These measure how well each Veteran is doing in the game. The Audience also keeps a pile of Audience Approval tokens for giving or taking away from Veterans.

Finally, 5 six-sided dice are needed for the game.

The Veterans should be seated in a circle for the game.

The Audience

The Audience is the player in charge of giving and taking away Audience Approval tokens. If a Veteran's yarn, challenge, or defence pleases The Audience, The Audience should give the Veteran an Audience Approval token. If it displeases The Audience, however, The Audience should take away an Audience Approval token from the Veteran. If a Veteran falters, or loses consistency in his yarn, challenge, or defence, The Audience should immediately take away an Audience Approval token from the Veteran. When a Veteran role-plays successfully (makes a consistent and interesting character in his yarns, challenges, and defences, and in the telling thereof), The Audience should give the Veteran an Audience Approval token. When the rules dictate that a Veteran loses or wins Audience Approval tokens, The Audience is in charge of giving or taking away the Audience Approval tokens. The Audience must remain silent at all times during play.

Gameplay

Spinning the yarn

One of the Veterans begins play. He should begin “Spinning a yarn” about his accomplishments when he was a youth during the aforementioned war or battle. He should avoid making the yarn too long, or The Audience could take away an Audience Approval token for boring him. He should also make the yarn interesting, in order to perhaps prompt The Audience to give him an Audience Approval token (or at least avoid prompting The Audience to take away an Audience Approval token).

At the very beginning of the yarn, the Veteran must roll a die in full view of all. He also rolls a die

discreetly in such a way that only he and The Audience know the result of the die roll, and adds its result to that of the first die. After this, the Veteran may, if he chooses, “Elaborate the yarn” and roll an extra die discreetly in such a way that only he and The Audience know the result of the die roll, and add that result to the sum of the first two. The Veteran may elaborate the yarn up to 3 times. He must do all of this while spinning his yarn. After the Veteran either decides to not elaborate the yarn, or to stop elaborating the yarn, or has elaborated the yarn 3 times, he begins wrapping up his yarn.

Challenging the yarn

After the Veteran (for purposes of explanation, we will call him Veteran 1) has finished spinning the yarn, if another Veteran (Veteran 2) believes the sum of all the rolled dice to be over 14, Veteran 2 may “Challenge the yarn”. To do this, he objects to one of the elements in Veteran 1's yarn. If his objection is particularly convincing, The Audience may, if he chooses, give Veteran 2 an Audience Approval token. If his objection is particularly unconvincing, The Audience may, if he chooses, take away one of Veteran 2's Audience Approval tokens. If Veteran 2 is incorrect in his belief that the sum of all the dice is over 14, he loses 3 Audience Approval tokens, and Veteran 1, whose yarn was challenged, must somehow defend his yarn or refute the challenger's reasons (Audience Approval tokens can be given or taken away by The Audience for a particularly convincing or unconvincing defence, as usual). After this, the Veteran sitting to the right of Veteran 1 begins telling a yarn in the fashion described above. If Veteran 2's belief that Veteran 1's dice sum is over 14 is correct, however, Veteran 1 loses 5 Audience Approval tokens, and the Veteran who challenged the yarn begins spinning a yarn in the fashion described above.

One up the yarn

If no one challenges the yarn, the Veteran sitting to the right of Veteran 1 (Veteran 3) may “One up the yarn”. He spins a yarn in the aforementioned fashion. When he has finished spinning the yarn, all other Veterans are given a chance to challenge the yarn, in the fashion described above. If no one challenges the yarn, and Veteran 3's dice sum is greater than Veteran 1's dice sum, Veteran 3 earns 2 Audience Approval tokens and Veteran 1 loses two Audience Approval tokens. Otherwise, Veteran 1 earns 2 Audience Approval tokens and Veteran 3 loses 2 Audience Approval tokens. The Veteran sitting to the right of Veteran 3 must “one up” the new yarn in the fashion described above.

Winning the game

When one of the Veterans loses all his Audience Approval tokens, the game ends and whoever has the most Audience Approval tokens wins the game.

Note that at no time during play is a Veteran's dice sum revealed to the other Veterans.