

TWO INNOCENTS

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The scenario takes place in a space of waiting, just before the first one of you is called in to testify in front of the military tribunal. Each of you will face the judges alone, not knowing what the others will say. So if you want to make a difference, or be sure you survive, you need to sort it out now.

A GLORIOUS NATION YOU SERVE WITH PRIDE

Your country is not at war, but there is constant tension. Military service is mandatory. Officers are cruel, the NCO's even more so, and everyone is looking out for number one. People steal, beg and borrow what they can, in order to fight the stress, the nagging hunger and the boredom. Seeing one's family is a rare treat. Things are fake here, in a way. Everyone uses words like *loyalty*, *camaraderie*, *justice*, *homeland*, and *duty* in a reverent tone. Yet few believe them any longer.

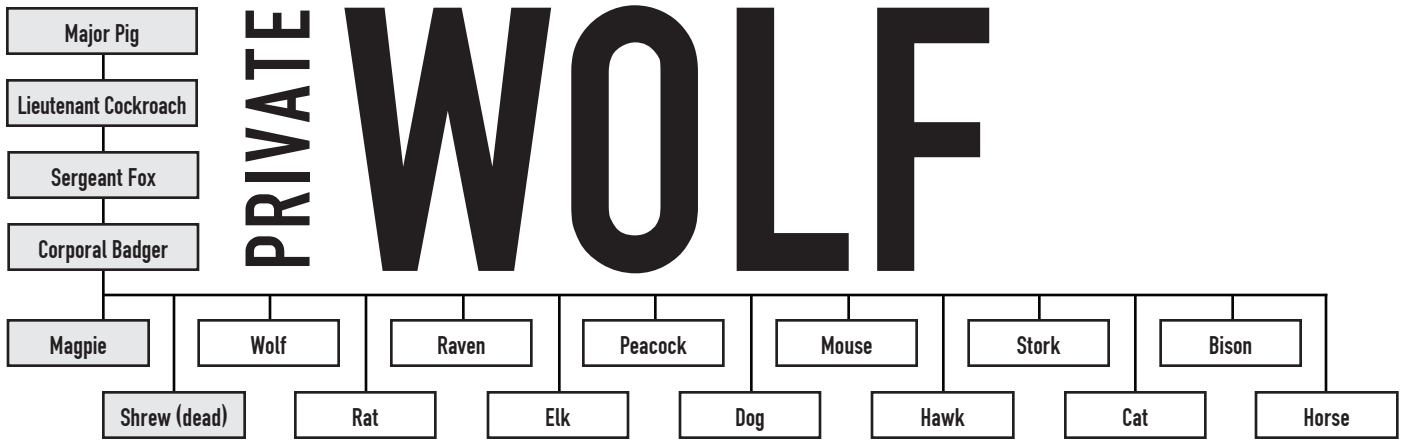
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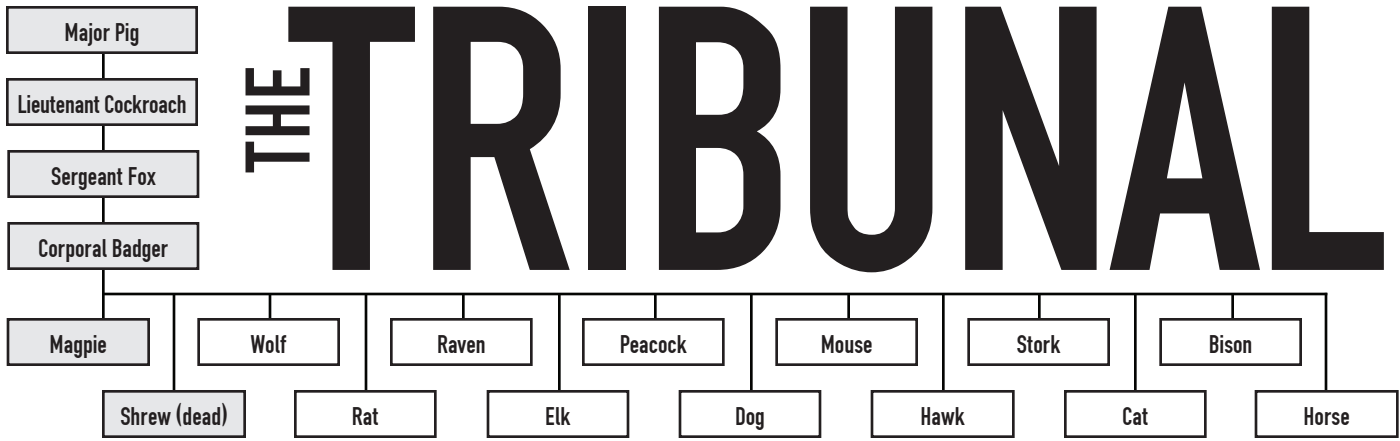
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You're a great soldier but a really nasty piece of work. Not exactly a sadist, nor a person who would torture prisoners. You just hate weaklings, especially those who seem to be in the way of what needs to be done. So in order to "train them not to fail anymore", you go as far as is needed. If someone can't take it, it's their problem. Good riddance.

You follow orders well, and would probably be on your way to become an officer, were there anything to do besides wait for that damn war. So you kill time by "refining" the others with your friend Hawk, especially that weak idiot Mouse. You dislike your commanding officer, lieutenant Cockroach, as a weakling, but you like sergeant Fox, as he's quite a lot like you. Of the two accused, you have mixed feelings: Badger's a good soldier, but Magpie is annoying and greedy. You would not like to see Badger die, of Magpie it's not that big a deal. You would like to get back at major Pig, because that thief does not deserve his position.

You are an orphan with no siblings or family of your own, and would like to make the army your surrogate home and your family. Right now you're just in the wrong company there.



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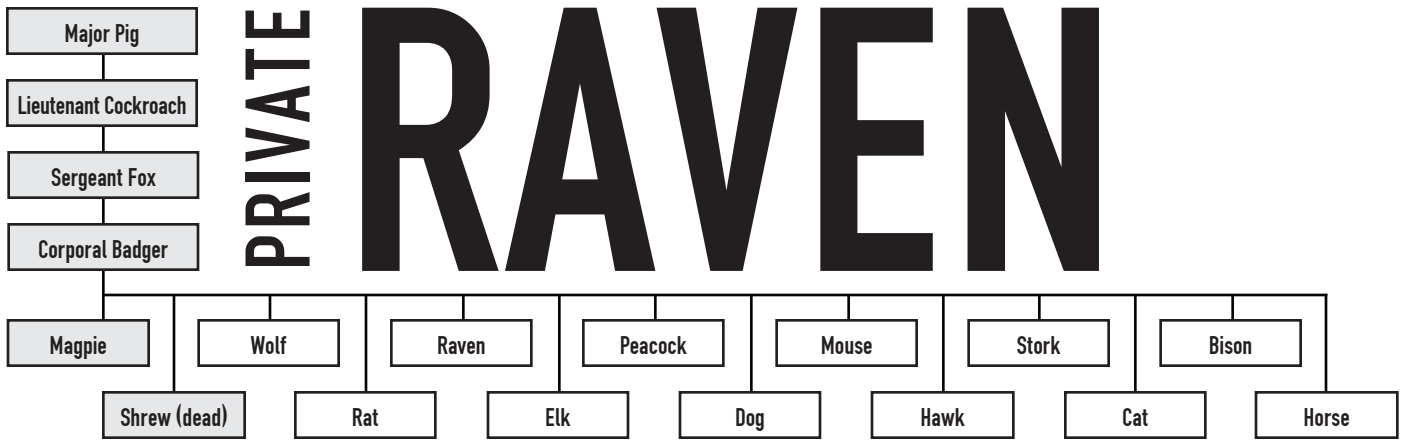
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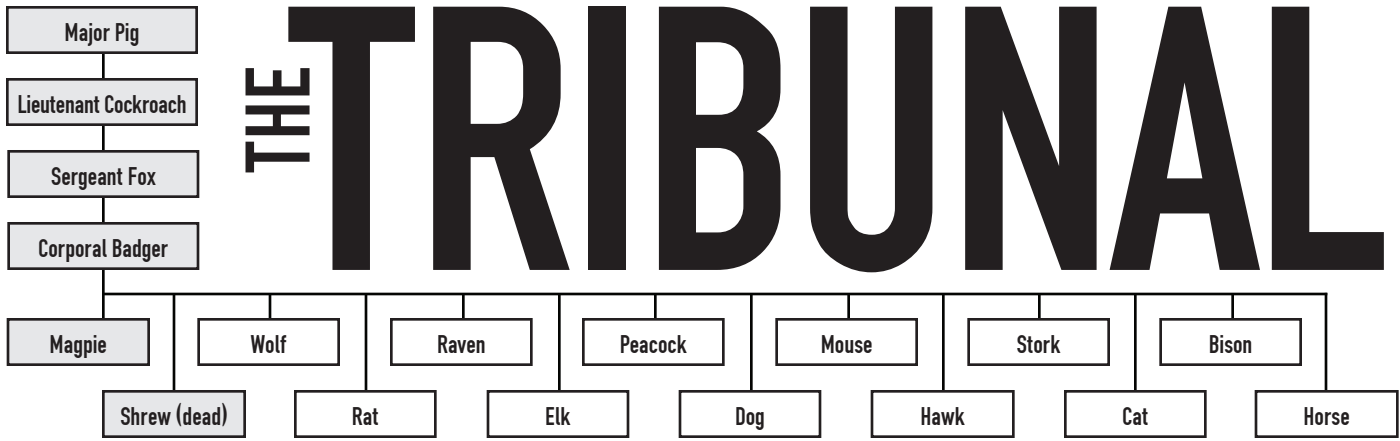
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You talk a lot, and you see a lot. Those combine into constant criticism of others, but you try to be constructive. Or to at least play the group philosopher and devil's advocate. Whenever someone expresses an opinion, you wish to put it to debate, in order to see if they can hold their position or not. You respect a good sparring, both physically and verbally.

You do not enjoy life here in the barracks. The officers, all of them stupid, refuse to debate things. They just order. Badger, too, is like that, so he gets no sympathy from you. Magpie, however, was always willing to talk, and you therefore like him a lot despite his flaws. And you and Shrew were good friends, until she got herself unjustly executed. Cat, with whom you hang around most these days, is OK, but no real substitute for her.

Being the third child from a family of seven kids, you love the company of others, and wither without an audience. You have a fiancé waiting for you in your home town, miss that fiancé very much, and have no desire to die for any reason, patriotism included.



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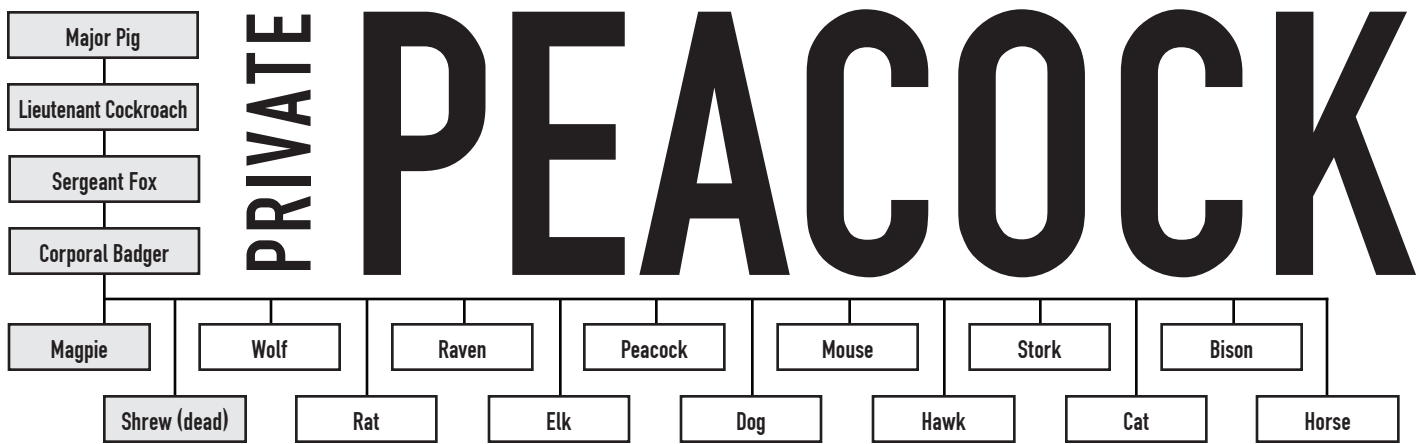
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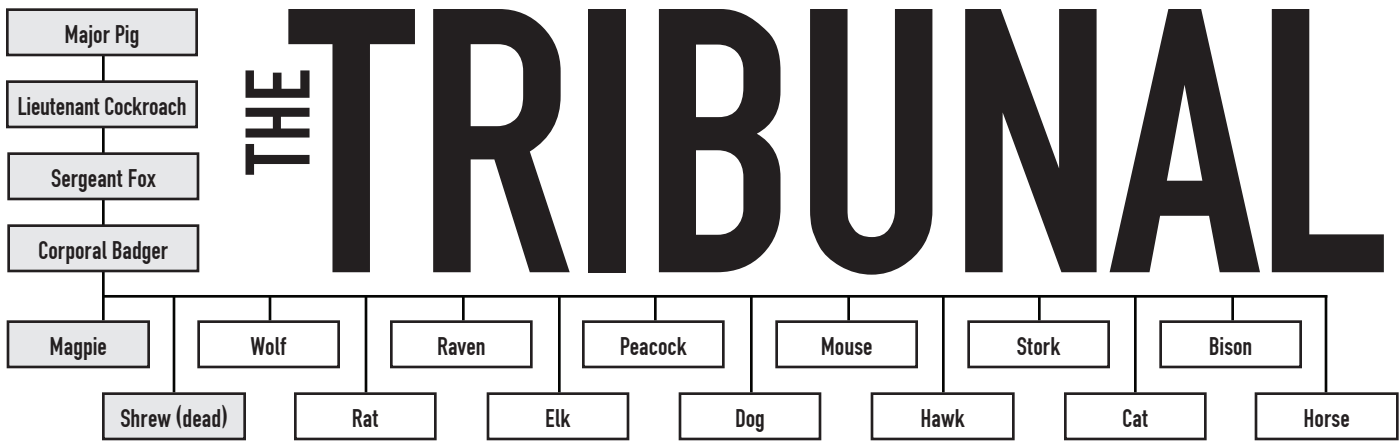


You're an attention-whore, willing to do whatever it takes to hold the center point in any situation. Should someone else be regarded as more important for more than just a moment, you get angry. Verbally, mostly, but not always. You do not have much impulse control. You were the youngest child in a large family, and have not learned how to live without constant attention.

What nets you the good graces of others is that you tend to be rather entertaining. You tell stories and anecdotes, often instructive ones. A little less endearing is the fact that you usually explain their moral to the audience, too, just in case someone did not get it.

The whole situation here is like one big anecdote to you, one which you want to follow. Someone gets treated unjustly, no matter what. It makes a great story, one you're happy to tell versions of to the others already. You yourself may also want to take an active part in it, should that garner you the attention you crave—from being the bringer of the final word to perhaps even the hero who saves the day.

You get decently along with everyone in your unit except Raven, whose constant critiques annoy you.



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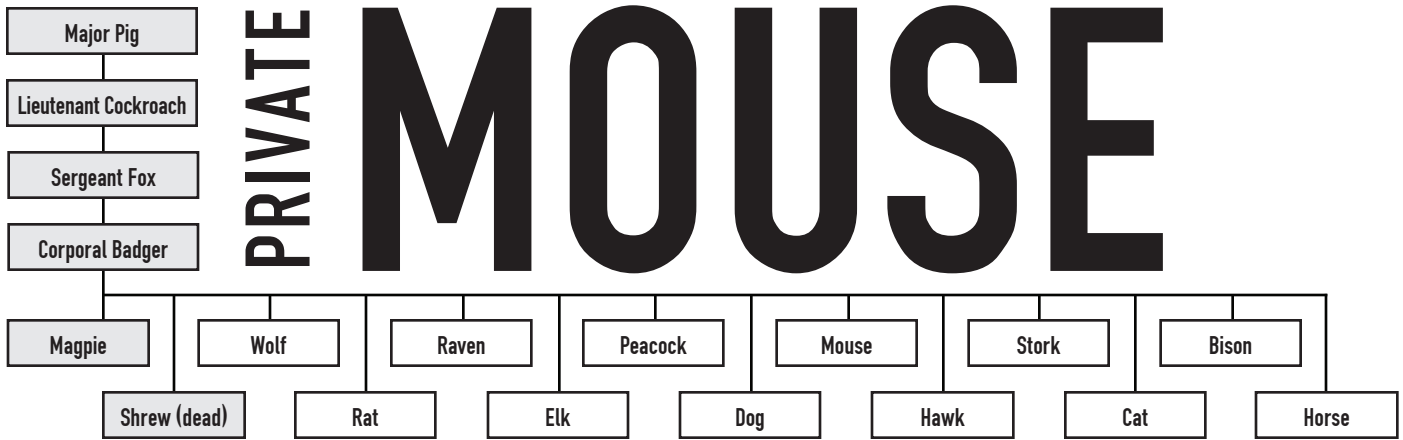
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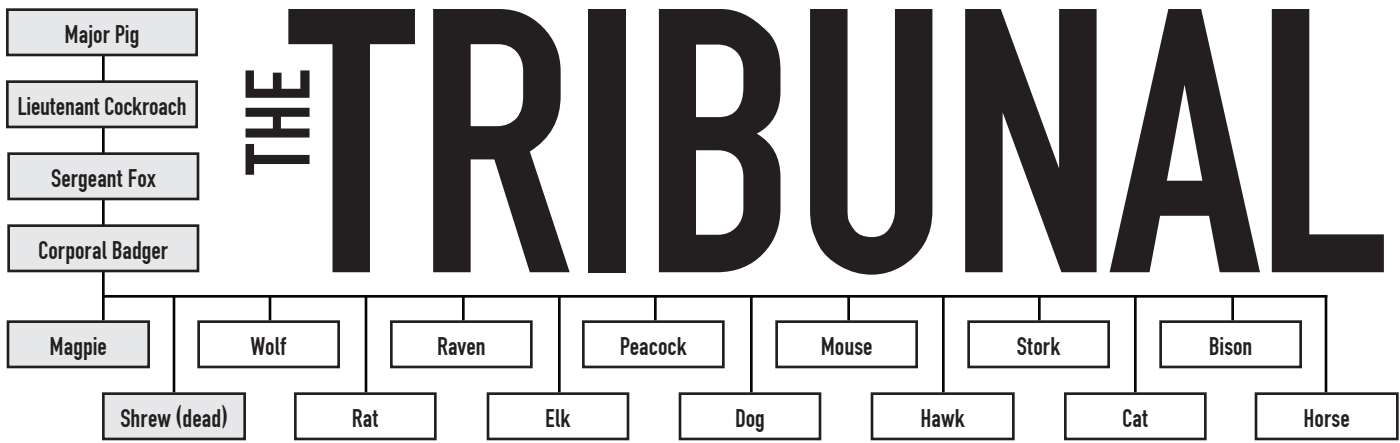
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You are the person everyone picks on, because you are, at heart, a shy coward. It's not really your fault, that's just the way you are built. Therefore it's so unfair that the others pick on you, especially Wolf, Hawk and the petty of-ficers. You would strike back, but are too scared and weak to do so.

This situation, however, strikes you as an opportunity. Perhaps you might be able to convince others to blame someone else than Magpie and Badger. Wolf, Hawk or Fox, perhaps? Once upon a time, you were nice, kind and considerate. Years of torture, however, have turned you too into a monster. Like a caged scorpion, you are looking for a way to sting someone to death, even if it kills you too.

Your parents care a lot about you, and send you letters every week. You are beyond having the energy to respond, and if your actions at some point will make them sad, who cares? You deserve a revenge of some kind, even if it's against someone who is partially innocent. Someone has to suffer for your pain.



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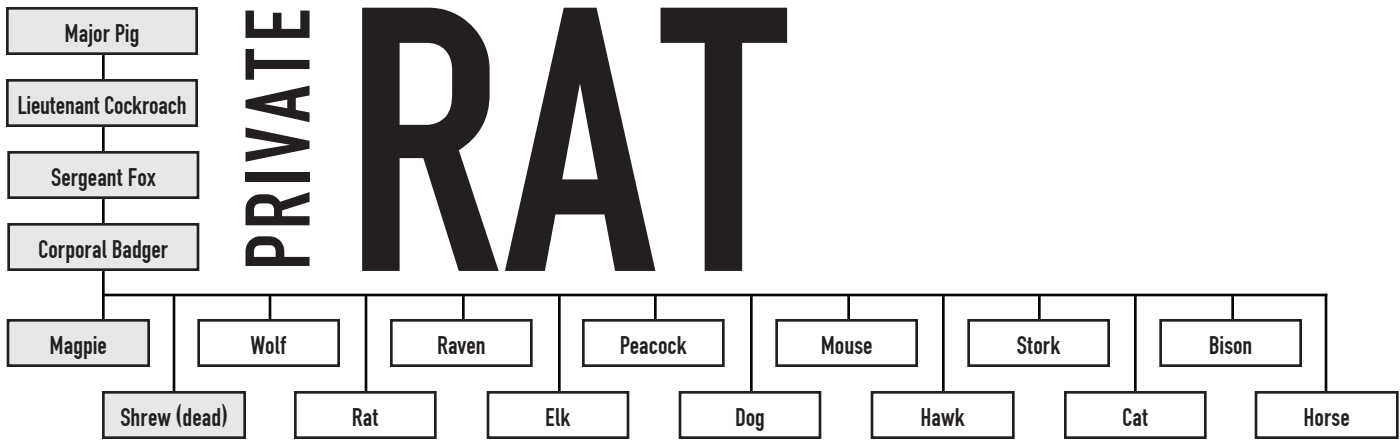
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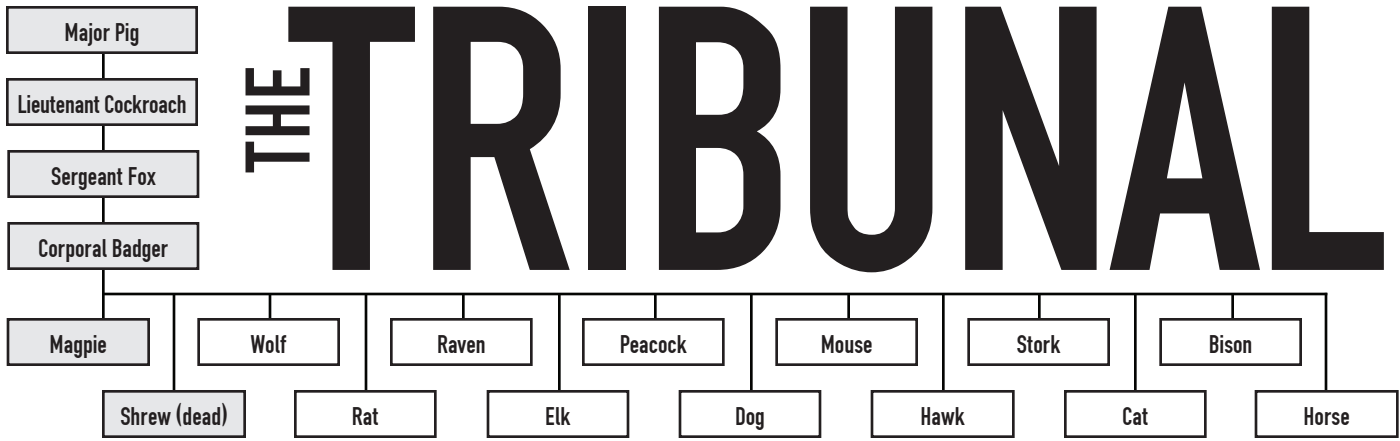
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You are a survivor. Whatever happens, you adapt, take shortcuts here and there, and thrive. The officers beat you sometimes? So what. When given the opportunity, you steal something of theirs and place some of it in another unpleasant guy's locker. And so on. You're not really mean in any way—to you family is dear family, and friends dear friends. You actually like both Badger and Magpie, unlike, say Hawk, Lieutenant Cockroach, Sergeant Fox, or that irritatingly obedient Dog.

Your primary plan is to survive this whole ordeal, but you can't help thinking about getting someone you do not like into trouble, or of luring enough of the others to risk their lives in saving Badger and Magpie. The army itself is to you just like any other environment, just with its own advantages and problems. One could almost accuse you of a playful approach to life here, if you weren't dead serious at all times, even when you pretend to laugh, relax and have fun.

You have relatives back home, but you do not really care. You do mention them, if the need to do so, arrives, or if you can gain an advantage by pleading "responsibilities", or "my family is worried". Over time, you have gathered up a lot of found (and sometimes stolen) goods, and are happy to use those as bribes, leverage, or both.



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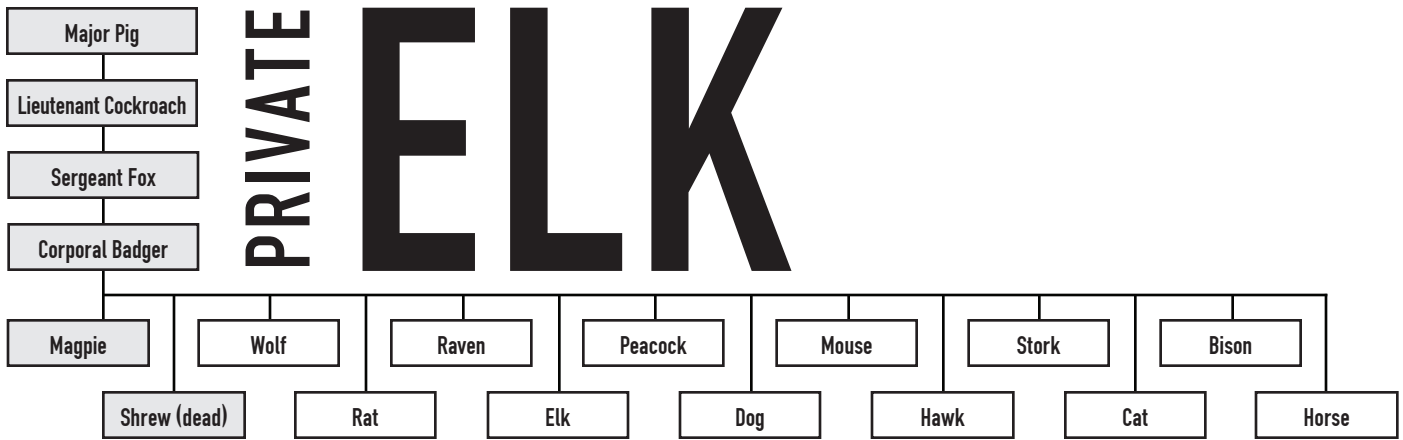
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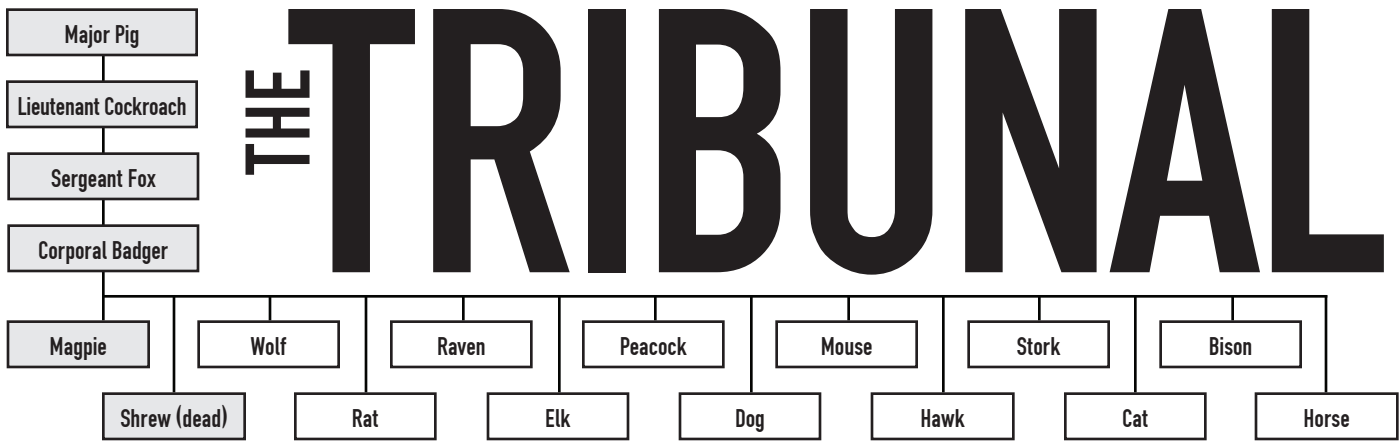
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You are a model soldier—strong, powerful, reliable, skilled. Never a coward. There is no secret to it. Some people simply are more suited to a job than others. You are not exactly vain, but you are proud in your abilities. No matter whether it’s in training, or the war to come, you were born to do this.

The army, however, raises significant questions in you. You are easily able to respect your skilled comrades—Dog, Bison, Horse, the accused Badger, even the not so well behaving Wolf and Hawk (who’d be a great leader without those bully tactics). The problem is with superiors like the lazy lieutenant Cockroach and the petty sergeant Fox. And some of your comrades are simply meant to take bullets for others, or crushed under the tracks of war machines. That’s the nature of combat.

You have a spouse waiting for you at home, and a son who was born after you got here, and whom you have never seen. You dislike dishonesty, but you want to live in order to fight, and maybe also to meet your son one day. You are nevertheless quite open to flattery, so when you are told something just the right way, you start to like an idea, and will let it take you where it will.



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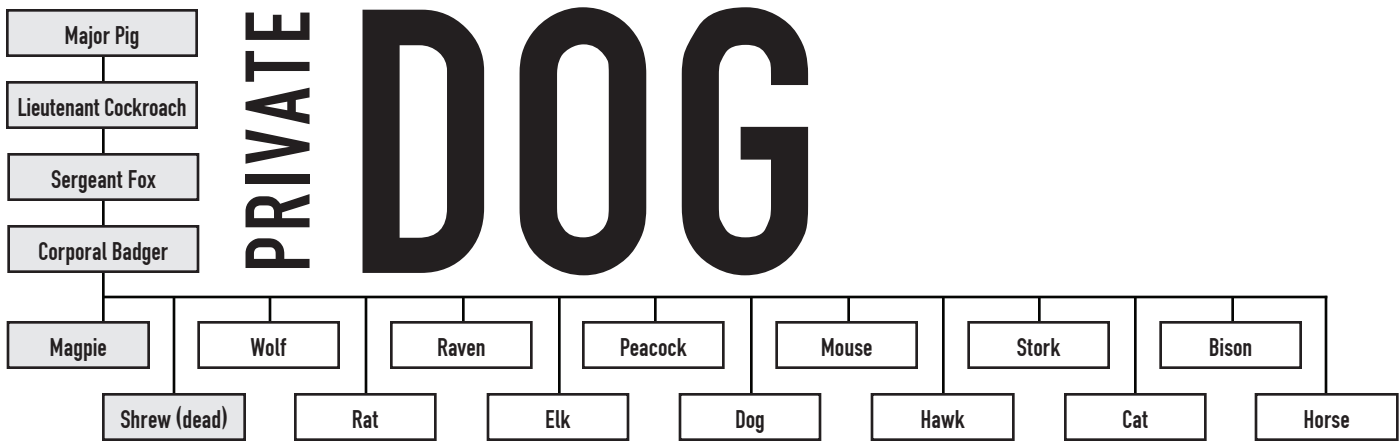
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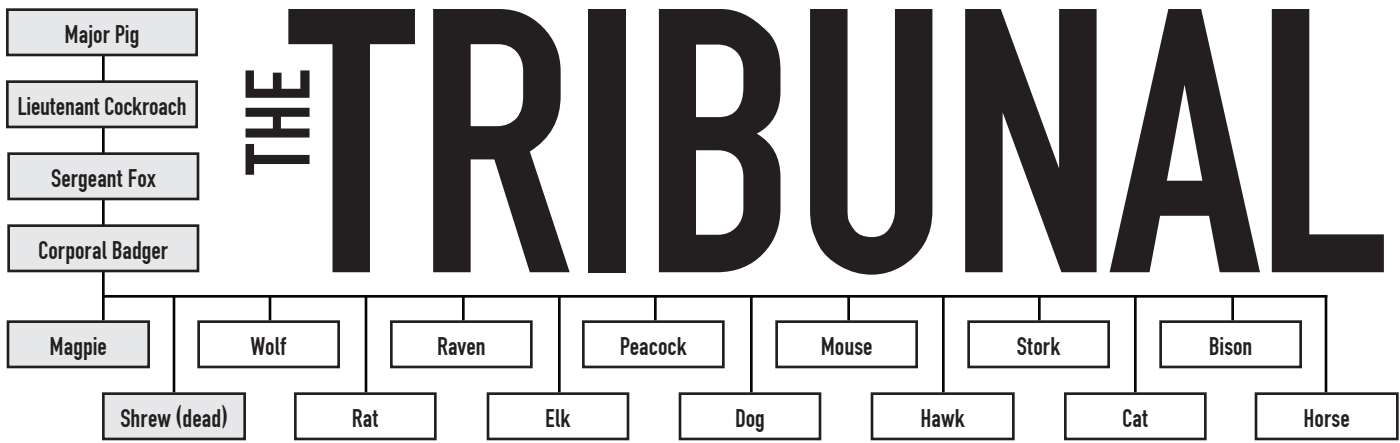
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You love to belong to something bigger than yourself, and need a clear order and hierarchy to follow. The military life suits you thus fine—actually better than anything before it. You used to get into fights, but here you just obey, and everything is fine. You are not an initiative-taker. Many people would consider you passive, but once you get enthusiastic about something, you become driven by passion.

You are very loyal to your friends—this whole squad, even if you disagree with some of them now and then. Some of the more lazy ones, like Rat and Cat, annoy you, but you can stand that, as they too belong here. Given that you grew up in an orphanage, you are very used to dealing with all kinds of people in the same group as you.

The current situation annoys you, as you are about to lose two more good members of your team. You would like to strike out and attack those whose fault it is, but that would be assaulting one family (the army) in defense of another within it (your squad). So you are at a dilemma, which may well become a turning point for you.



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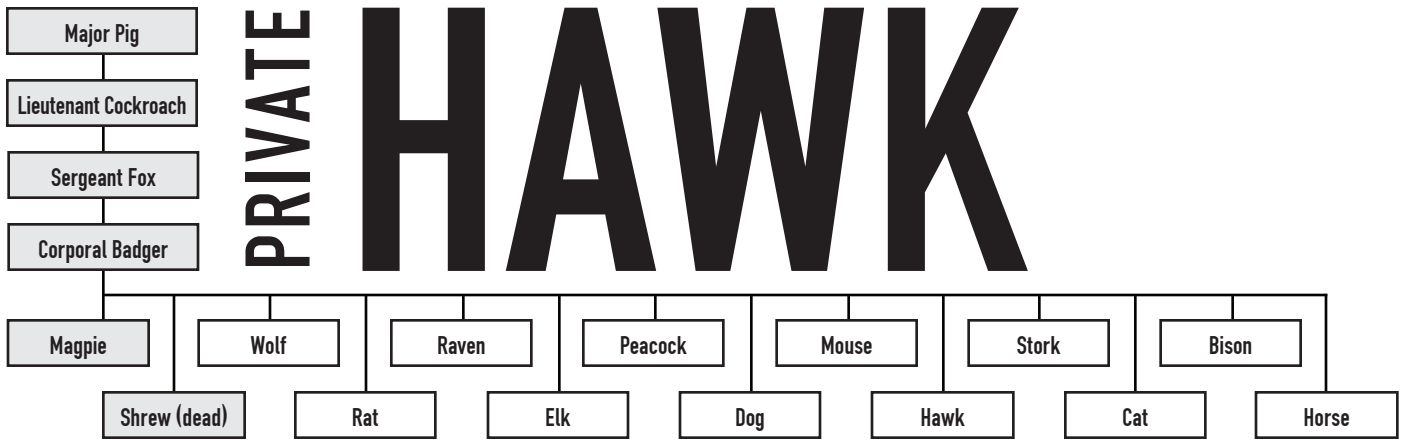
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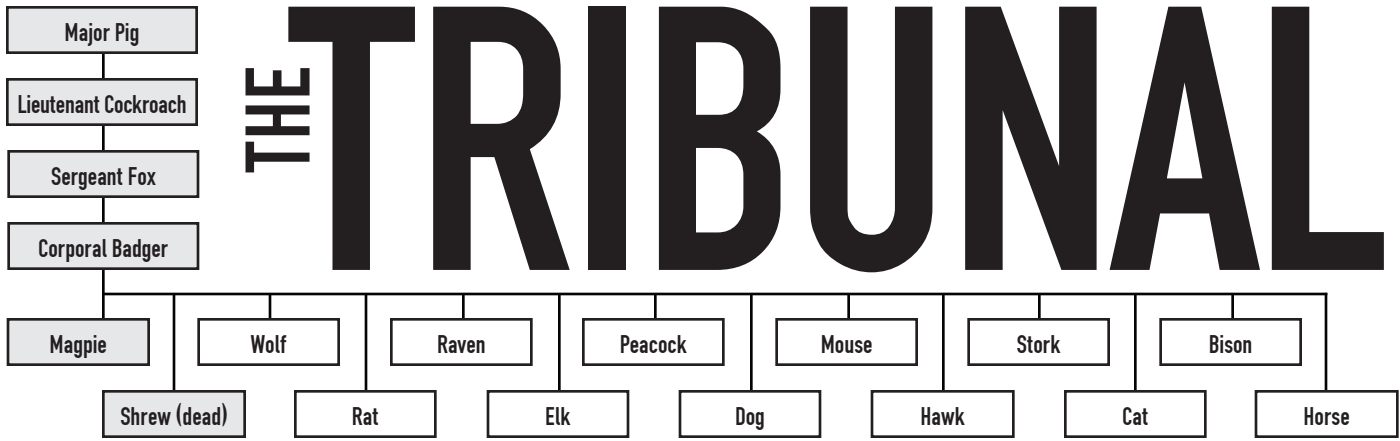
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You have vision. You are a natural leader, with a perspective way beyond that of most others. You are cool-headed, highly logical and a good planner. What you lack is empathy, or the ability to understand what “victories may come at a high personal cost” means. Men die, that’s it. Some are enemies, some cannon fodder, some visionary leaders.

That others do not share your insight and cool rationality irritates you greatly, and now and then you take that irritation out on those weaker than you. Your default target is Mouse, whom you dislike as just the kind of loser who’ll wreck up the best plans by failing to carry them out. Several others you do like, and never pick on them, and Wolf is your constant ally.

You hate your leader, lieutenant Cockroach, and dream of replacing him one day. One way or another, you want to shine and rise up fast in the ranks. You come from a family line of officers, and have no intention of failing them. This tribunal is a chance for you to shine, one way or another, and no one shall ruin it for you.



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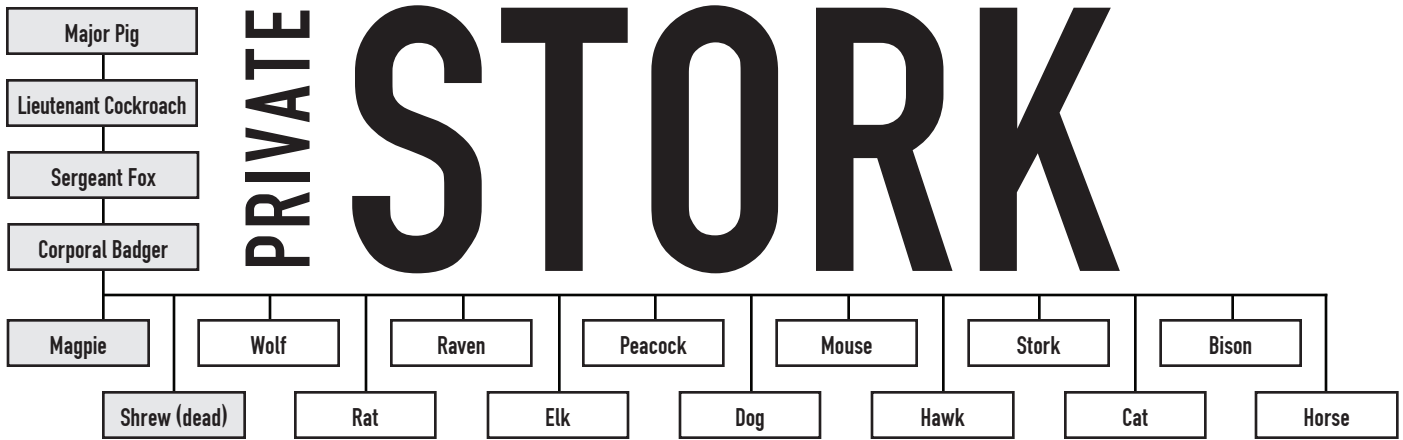
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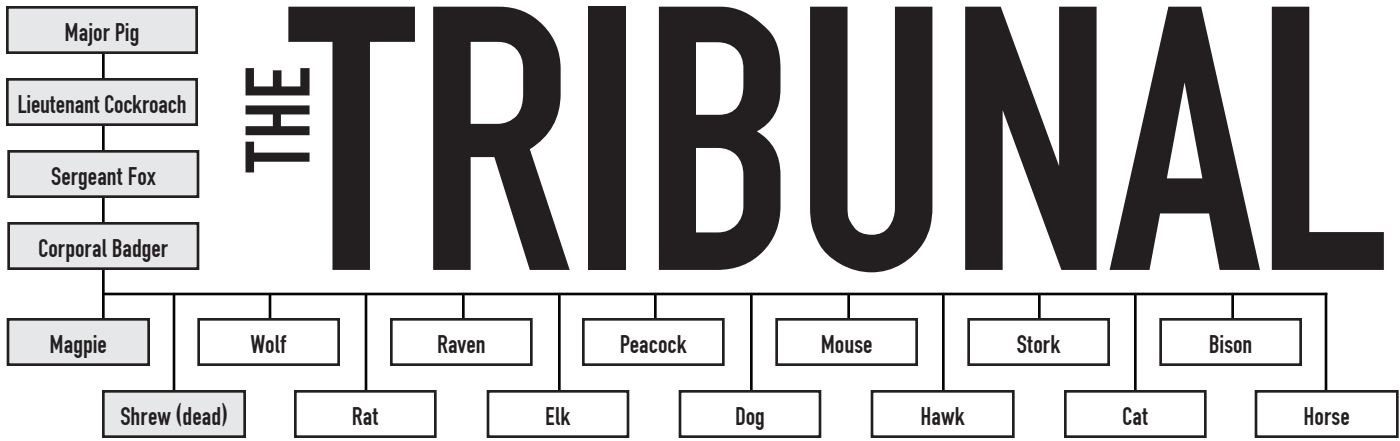
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You take care of the others, when their strength, pride or patience fails them. Ever the caretaker, ever the judge, ever both the caring mother and the stern yet loving father, you are here for your team. You are also the one who often takes point in things, leading by example. You may not be a natural leader as far as planning is concerned, and would probably make a better sergeant than an officer, but you do what you're good at.

The current situation troubles you very much. Two people you care about are going to die, unjustly, just like Shrew some time ago. This is unfair, but to oppose it is lethally dangerous. You especially like Magpie, as you think you could train him out of his bad habits and into a wonderful person and a great soldier. And you despise people like lieutenant Cockroach, who is just lazy and unwilling to improve.

You have a spouse and two children back home, having entered service a bit later than is typical. You are highly aware that to do the right thing here will put you, and their future, at risk. The one possibility to circumvent that problem would be to have enough of you—a critical mass—agree on the same sort of testimonial. You are a very proud person, and therefore refuse to compromise. The real choice, therefore, is between choosing to follow the official policy completely, or following the truth. There is no middle ground.



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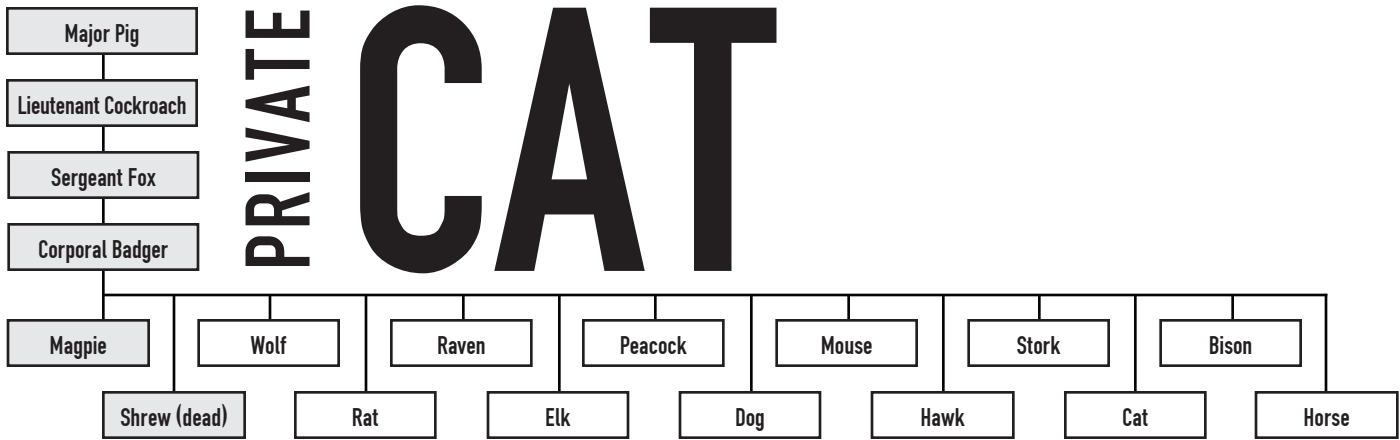
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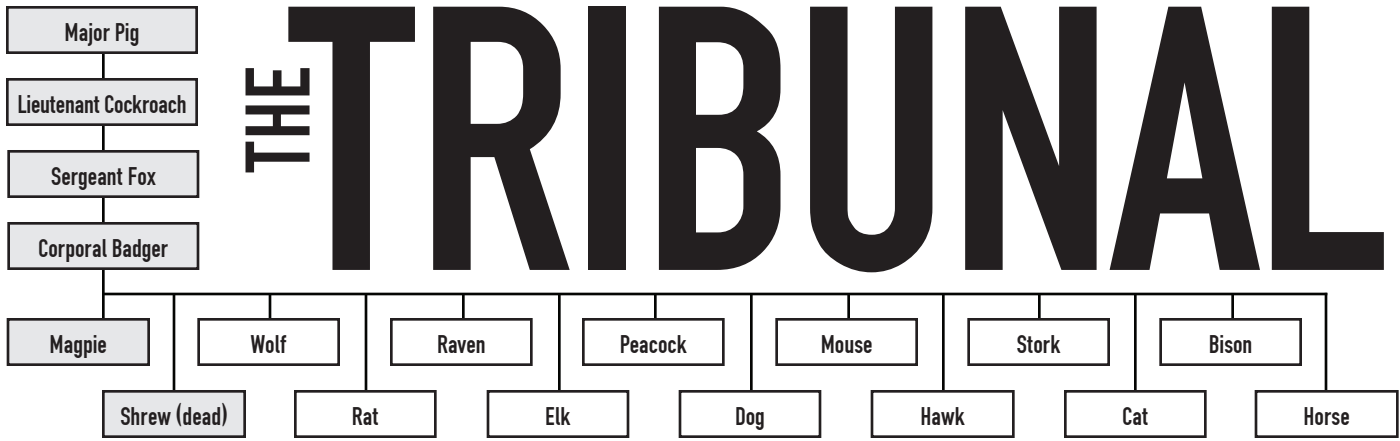
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You dislike being here, as it infringes on your basic rights of freedom. The emphasis here is on your right. You understand that this is a society built on machineries of injustice, bureaucracy and oppression, and accept that. You just deserve to be the exception. You therefore do as you like, bending the rules here and there, but never actually break them. The other may see you as lazy and selfish (which you are), but they also see you as an excellent soldier, when the mood strikes you. It's all down to motivation and inspiration—when you do like something, you're the best at it.

You can't be counted on to do the right thing, everyone knows that. You can't be counted on to do the wrong thing, either, and that confuses them. You play on this ambiguity, do your best to avoid getting beaten by the bosses, and excel now and then, just to keep it all reasonably entertaining. When you get bored, you pick on someone like Mouse for a bit of fun, or try to get someone else in trouble. Everyone is a free target for your jests, excluding your good friend Raven. You especially liked pranking the now-accused Badger, because he complained so enjoyably whenever you did that.

You grew up in various foster homes, and have never really formed attachments to people. You are currently dating a person from the small town near where you are now, and are hoping to nurture that into an actual relationship, something you have never experienced before.



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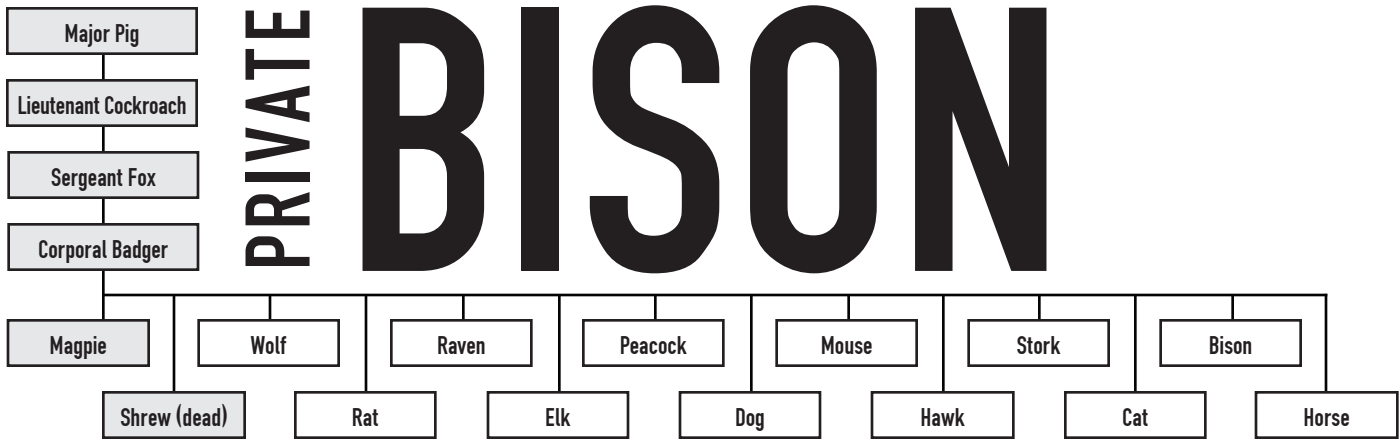
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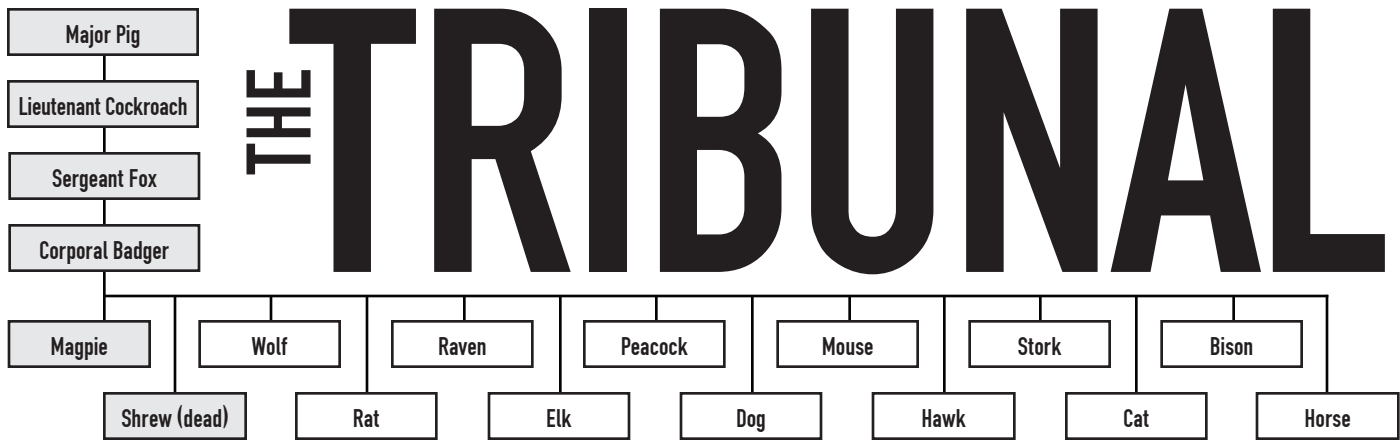
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You are the classic epitome of a good soldier. You forge ahead in even the most problematic and dangerous situations, counting on your strength, knowledge and will to triumph. Some situations may bring you down, but you always come up on top in the end. This is important to you, not just for your self-image, but also because you care a lot about the fact that the others can rely on you, come whatever may. The chain may sometimes break, but you are never the link which fails.

You have serious trouble with the way this place is run, though. The officers are greedy, lazy and incompetent. The petty officers, in turn, are crooks and sadists. You cannot respect the chain of command, and it's starting to affect your performance. You want to be there for your team, but not for the people who command it. Yet you refuse to fail.

You and Shrew had a secret relationship, which got brutally cut off by her totally unjust execution. For this, you hate the officers even more, and this fake tribunal brings all of your hatred to the surface. A big part of you just wants to go out in a blaze of glory, as a voice of justice the liars could never actually take, as much as they believe they had. The others here look up to you, and it is your duty to set the example—be that an example of surviving here, or of standing up to the truth. You are not so sure you could get both.



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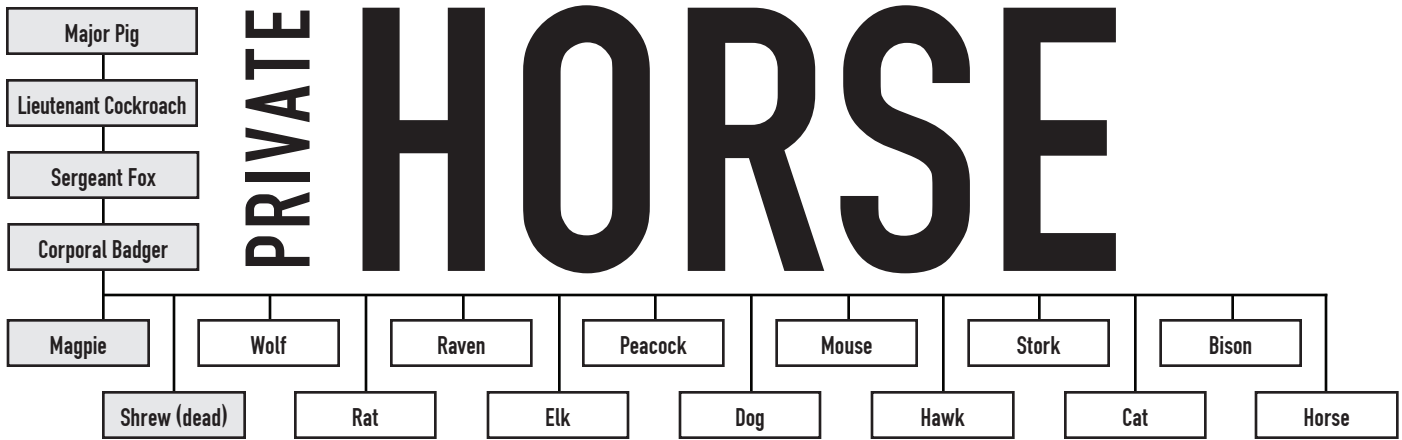
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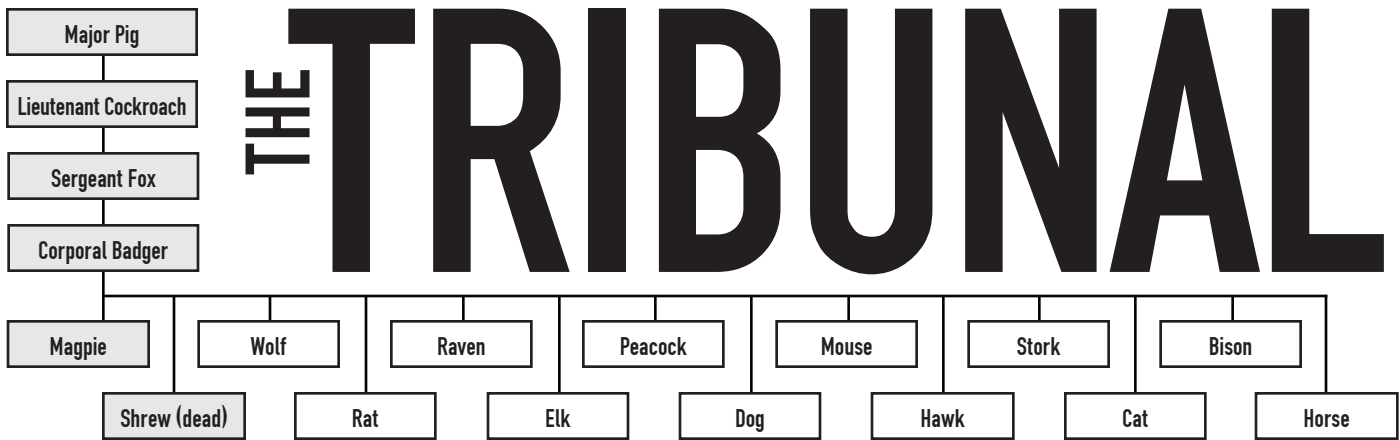
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You are the proverbial workhorse everyone here trusts to get the job done. You are not as brilliant in the field as some of the others, but they know you never tire and never let go. You get the job done, even when it gets you no thanks. You are happy to obey orders, no matter how silly they seem, as you believe that in the end, a system such as this army organizes itself, and becomes just and fair again. Whatever problems exist are temporary, and can be solved if everyone works as hard as possible.

You grew up on an agricultural compound, and learned early on that everyone has to pull his or her own weight, if great things are to be achieved. Or even small things, actually. You despise those who do not want to work for their own and others' benefit, but do not complain much nevertheless. They will learn, from the likes of you, eventually.

You are now facing a situation where a bunch of precisely such lazy people, officers to boot, are trying to kill a couple of good workers in order to cover their own crimes. You do not like that at all. Yet to stand up and do something would be risky and would compromise what you have done here so far. You are not at all sure what would be the right thing to do, so you are at least for now playing it safe. A good leader might change your opinion, but even that is not certain.



A participatory scenario about the mechanics of oppression, for five to twelve players, inspired by Orwell, Krylov, Büchner, Linna and the classic dilemma exercises. Written by J. Tuomas Harviainen.

OVERVIEW FOR THE FACILITATOR

This is a two-hour scenario for a small group of players. All characters are soldiers in an unnamed land under a totalitarian regime. They may be male or female. The time period may be now or earlier. If the organizer wants to set it in a certain time and place, that is possible, but it is not necessary. All this scenario requires is a room or two, or a clearing in a forest, to run. It's about people debating a serious issue, not action.

THE PRE-SCENE

Before the actual scenario, play out a small scene where all of the player characters are present. The officers and petty officers, Badger included, are at a briefing, and Magpie is taking a leak. Try to establish what a normal moment at your barracks sounds and feels like - Raven will probably be commenting on everything, Rat going through his belongings and Wolf and Hawk will most likely be bullying Mouse, as usual. This pre-scene should not be longer than 15 minutes, so do your best to catch a "baseline" of interaction for your characters, so that they'll seem more natural to you during actual play.

DEBRIEFING

During the post-game debriefing, ponder your characters' actions: What do you think he or she would have really done and said in front of the tribunal? What determined this? What impact, if any, did the others have on your reaction? And just how dependent is an unjust system on the fear, comfort-seeking and laziness of people?

CHARACTERS

Each player picks one. All of the characters are of the same age and gender as their players. Each has the rank of private. It is highly recommended that you change all names into native translations, as that will make things seem much more real. And keep in mind the general descriptions of the others - those will be your starting impressions of the characters at the start of play, should you have no extra information on them in your character material.

WARM-UP

Before the game, you will walk around the area, invoking your signature animal's traits into character. Try to get a sense of how this person behaves, who he or she is, and how they relate to the other persons here, as both animals and as people - comrades, annoyances, friends, enemies. The characters are all human, but their resemblance to their namesake-animals is very strong.