

GUNNER & SARGE



A Larp for Two Players

By Mike Young



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Setting

It is the future and it is war.

There is a rebel terrorist organization fighting the Benevolent Democratic Galactic Union.

The situation has devolved to ground fighting on the homeworld base of the rebel terrorists.

Gunner and Sarge were part of a squad that got caught behind enemy lines. Gunner and Sarge are the only ones left. The others are dead. They are low on ammo.

Gunner and Sarge are holed up in a small foxhole while they wait for backup or extraction or the inevitable sting of death. Or a miracle.

Spoiler: There will be no miracle.

It is the future and it is war.

Dramatis Personae

- ★ **Gunner:** A young, enthusiastic, and somewhat naïve soldier. This is Gunner's first assignment. Gunner looks at Sarge as a sort of parental figure.
- ★ **Sarge:** An older and battle-hardened veteran. Sarge was in charge of a squad, all of whom are dead except for Sarge and Gunner. Sarge is not responsible, but Sarge feels responsible. Especially for Gunner.

Prepare the Packets

Print the rest of the pages single sided. Staple them on the left and right where indicated. Cut across the green line to produce two packets. If you cut before stapling, make certain that they stay in order.

Give each participant a packet.

Rules

Build yourself a foxhole in a quiet, out of the way space. Make it out of furniture if you can.

Hunker down in the foxhole.

Tear the cover off your character packet and read the first new page of your character packet.

When you are ready to begin, start the soundtrack. The end of the gunfire signals that you should end the larp when you are ready.

When you hear a bell on the soundtrack, tear off the top sheet of your character packet. The next sheet will either be blank or a revelation. Read the revelation out loud. This is now a true thing. Roleplay it. Your packet will alternate blank sheets and revelations. This is on purpose.

Regardless of revelations, if you stand up, you will be shot at. You may choose to become wounded or have a lot of near misses.

Regardless of revelations, if you leave the foxhole, you will be shot at and die. The survivor may continue to roleplay. If you die, stop revealing when the bell rings and just lie there quietly.

You have guns and items, and whatever makes sense for your characters to have. They have no real game effect.



GUNNER



SARGE

GUNNER

You are a young idealist. You grew up on a small backwater planet that was invaded and destroyed by the rebel terrorists. Only a handful of you got away with your lives. You were just a kid.

But since then you have wanted the rebel terrorists to pay for what they did to your family, so as soon as you were able, you signed up to join the galactic marines.

You passed boot camp with flying colors and you were assigned to a front line squad. You were overjoyed. Finally a chance to make those rebel terrorists pay.

Your squad was sent to this planet, the rebel terrorist homeworld, almost immediately.

Unfortunately, your squad soon found yourselves cut off behind enemy lines. And the rest of your squad died, one by one. Those damn rebel terrorists again!

All that is left is you and Sarge. You trust Sarge. Sarge must have a plan. Sarge has seen so much combat. Sarge must know what to do.

You look up to Sarge as the parent you never knew.

SARGE

You have been in the space marines your entire adult life. You have seen way too many good marines die. It has gotten to you, making you detached and hard-boiled.

The damn rebel terrorist scum have been blasting their way through the Benevolent Democratic Galactic Union, but now you have them on the run. Your side has set up an offensive here on their homeworld and you were to lead a small squad as part as the bigger offensive.

Unfortunately, your squad soon found yourselves cut off behind enemy lines. And the rest of your squad died, one by one. They were good kids, and now they are dead. It is all your fault.

Your main duty now is to keep yourself and your newest recruit alive. The new recruit is an idealistic kid who hates the rebel terrorists as much as you do. Goes by Gunner.

You need to keep Gunner alive. Gunner is the symbol of your lost innocent and you cannot stand to see that die again.

You will do right by Gunner... Somehow....



**“GUNNER, I’VE BEEN LOOKING
AROUND, AND I THINK THIS
PLANET HAS BEEN EARTH ALL
ALONG.”**

**“SARGE, I’VE BEEN THINKING,
AND MAYBE *WE’RE* THE BAD
GUYS.”**





**“GUNNER, I’VE SECRETLY BEEN
WORKING FOR THE REBELS ALL
ALONG.”**

“SARGE, I LOVE YOU.”





**“GUNNER, I’M ACTUALLY YOUR
PARENT.”**

**“SARGE, WHAT IF WE’VE BEEN
DEAD AND IN HELL THIS WHOLE
TIME?”**





**“GUNNER, NONE OF THIS IS
REAL. WE’RE IN SOME SORT OF
SIMULATION.”**

**YOU MAY END THE LARP
WHEN YOU WISH.**

**YOU MAY END THE LARP
WHEN YOU WISH.**