

Waste Wars

Revision 3, 2018-03-18

Introduction	1
Setting	1
Rules	2
Play	2
Crew	2
Trucks	3
Truck Traveling (aka driving)	3
Combat	5
Helper movement on foot	6
Appendix A: The Wargames, Soldiers & Strategy Challenge!	7
Appendix B: Play test photos	8

Introduction

I was reading the New York Times in February and came across an article about the [hazardous working conditions of private waste management companies](#). The work is hard, the pay too little, and the time pressures too great. I don't mean to make little of this horrible situation, but my mind wandered, as it often does, to Terry Gilliam's movie Brazil and the [gorilla plumber](#) and to the WSS game challenge. I have always been intrigued by the plumber's statement that plumbing was the last radical trade in the near distant future. What if garbage collection was too? Could its work be made into a game?

[This game is in preliminary state. I stopped working on it in March 2018.]

Setting

The year 2017 saw the rise of the litteral cut-throat waste management companies. Their goal was to grow their business by any means possible. By 2027 waste management had

become paramilitarised. Garbage trucks were armed and their drivers lead crews of armed and unarmed “helpers.” Initially, waste management’s cyber-espionage units hacked into the back-offices and the autonomous trucks. As each company secured its digital infrastructure the cyberwars period passed and the hostilities moved to the streets. Once the trucks and their crew left the safety of the shed they were off the grid and in danger. There was no secure or non-infiltrated communications anymore. The crews had only the company’s doctrine and their own wits to guide them. Their shift’s mission was to collect the garbage, disable the competition, and return to the shed. Missed collections, reduced loads, disabled trucks, and longer routes all gave advantage to the competition. You and your crew are not going to let this happen.

This is the setting for a game designed to meet the criteria of the competition detailed in “Wargames, Soldiers & Strategy” issue 93. See Appendix A.

Rules

Here are some ideas around the game rules.

Play

The game is for two or more garbage truck crews to leave and to return to the waste management company’s waste collection shed with the most waste and the least injury and damage.

The game is played in turns.

There are a fixed number of turns in a game.

The actual number of turns depends on the size of the game or the stamina of the players.

All dice are D6s. Having 6 or more dice per player speeds play.

Crew

A crew is composed of a garbage truck, 1 driver, and 6 helpers.

When “crew” is used in the rules it refers to the driver and the helpers. Otherwise, when a rule uses “helpers” only helpers are affected and when a rule uses “driver” only the driver is affected.

All crew members are armed.

Crew members have unlimited ammunition when with the truck.

Crew members have 2 firings when not with the truck.

Helpers can take 2 injuries and removed from play when receiving a third.

Drivers can take 3 injuries before being removed from play.

A truck can not travel without a driver.

Any helper can become a driver, but the truck must be stopped to accomplish this.

When the truck is traveling helpers must hold onto the outside of the truck.

Helpers away from the truck when it starts traveling are isolated and have limited ammunition.

Trucks

All trucks are the same design.

The truck has 3 hand-holds per side, 2 at the back, and 2 at the front. Exact location is not important.

Trucks only travel on roads.

Trucks can tolerate 10 strikes of damage.

Trucks with 5 strikes of damage can not move at full speed nor turn when reversing.

Trucks with 10 strikes of damage are wrecked.

A wrecked truck is left in place on the road. It becomes an obstacle that can impede passing trucks.

The wrecked truck's crew must abandon it and seek shelter, or transportation with one or more other trucks.

Truck Traveling (aka driving)

Trucks have up to 5 units of travel during a turn.

[Seems too much after play test.]

All travel units must be taken.

The player secretly chooses travel units and sequences them.

Once all the players have made their travel plans, all players show their whole plan.

The player selects the appropriate travel unit cards and lays out the plan on the game board.

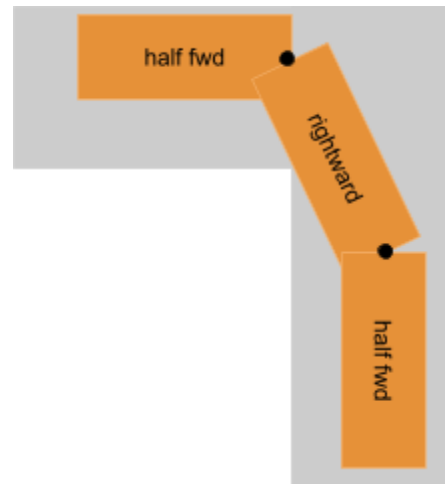
[I like how this laying out of the whole plan brings foreshadowing and tension to the game. A player can quickly see if a truck or crew is in danger and a player can equally see if an unexpected combat opportunity has arisen.]

A travel unit card is the same dimensions as a truck base.

[In play testing I used 2"x4" cards. In the actual game I am considering using playing cards or business cards as these are easier and less expensive to have custom printed.]

Travel units are

- Stopped
- Half speed forward
- Full speed forward
- Leftward turn
- Rightward turn
- Half speed reverse



All travel is in terms of truck base length:

- Half speed is 1 truck length.
- Full speed is 2 truck lengths.
- Turns are 1 truck length from center front of current location to center back of next location. See diagram.
- A moving truck is freely allowed to travel to the left, center, or right of the roadway.

For example, player A plans

stop | stop | half fwd | stop | half fwd

while player B plans

half frd | full frw | full fwd | full fwd | half fwd

Player A has chosen to remain stationary during the early part of the travel execution phase. Perhaps she anticipates that player B will come within sight sometime during the early travel and so she can engage in combat. Player B, however, seems to want to speed forward as fast as possible and, by slowing down to half speed, prepare to stop in the next turn.

A truck must be moving half speed forward to increase to full speed forward.

A truck traveling at full speed must reduce to half speed before stopping without injury to helpers or damage to the truck.

A truck traveling at half speed can turn leftward or rightward without injury to helpers or damage to the truck.

Roll 1 die per helper holding to the truck. Each roll over 3 is an injury. Distribute injuries from most injured to least injured.

Roll 1 die for the truck. Each roll over 3 is truck damage.

Combat

The crews can engage in combat at the end of each movement unit.

Combat is simply locating all crew members that have direct line of sight between them and firing.

Each crew member can fire at any number of opponents.

A crew member with the truck has unlimited ammunition.

A crew member not with the truck has limited ammunition and so can shoot only twice. The crew member needs to return to the truck to rearm.

Roll a die for each crew member shooting a target. Eg, if helpers X and Y are shooting at helpers A, B, and C then roll 6 dice.

A roll over 3 is a hit.

For each hit the target player rolls a defensive die. Eg, if there are 3 hits then the target player rolls 3 defensive dice.

A roll over 3 cancels a hit.

Additional defensive dice are rolled based on the target cover and target or shooter movement.

If a target is in partial cover then 1 die is called to the cancellation dice. Eg, if there are 3 hits and the target is in partial cover then 4 defensive dice are rolled.

If the shooter or target are traveling then further cancellation dice are added.

Additional Defensive Dice		Target		
		Stationary	Half Speed	Full Speed
Shooter	Stationary	+0	+2	+3
	Half Speed	+2	+3	NA
	Full Speed	NA	NA	NA

The shooter has no chance of hitting when traveling at full speed nor when traveling at half speed and the target is traveling at full speed.

Helper movement on foot

Helpers can move from the truck when it is stationary.

Helpers may jump from the truck when it is traveling at half speed, but must remain where they land until the next unit of travel.

A helper can move or can shoot, but not both at the same time.

Stationary helpers can shoot at stationary or traveling helpers.

[Make clear the distinction between shooting at helpers on foot and shooting at helpers hanging from trucks.]

The stages of shooting and movement are:

1. Stationary crew shoot at stationary crew.
2. Stationary crew begin movement toward destination.
3. Stationary crew shoot at moving helpers.
4. Moving crew reach destination.

5. Repeat.

Appendix A: The Wargames, Soldiers & Strategy Challenge!

It is time for us to lay down the gauntlet for all you budding rules writers out there. With the introduction of the Perry travel battle and Bob Cordery's portable wargaming battle system, small and entertaining systems seem to be in vogue. Your challenge is to come up with an aesthetically pleasing wargame that can be played out over a single evening.

- It must be portable and no larger than a 2' x 2' footprint when set up. Any terrain should be able to fit in a shoebox, file box, or equivalent-sized container.
- It must contain figures, although they can be of any scale. The costs for the figures must come in at £30 new or under, although we will assume that your measuring devices, dice, bases, flock, and paints are things you have already and do not need to be counted. We don't need to split hairs over receipts and every last penny. Boxes of figures can be sensibly split – e.g. if you use half a box of plastic figures, then you budget this as half the price of the box.
- The rules should be able to fit on two pages of the magazine (so a word count of about 1600 words!).
- It should look eye-catching and visually attractive. There is no budget for the terrain, but cheaper and scratch-built terrain will be looked on positively.
- It should have some replay value.
- Games should last between 20 minutes and three hours.
- Games will be judged on innovation, artistic merit, playability, and portability. The games will be judged by Guy (editor), Jasper (Karwansaray's chief editor), Richard Clarke and Rick Priestley. The judges' decision is final.
- The best entries will be featured in WSS. The winning game will win a year's subscription to WSS and be published in the magazine.
- Entries should be sent to the editor, addressed as the 'WSS challenge', and include photographs of the game and a Word document of the rules along with a list of costing and a paragraph-long game synopsis.

- The final submission deadline is March 1st, contact details on page 5.

So get creative and start thinking out of the box! Gladiators, a dungeon crawl, WW2 street fighting, or Three Musketeers spring to mind here for me – but can you be more creative? Can anyone come up with a bigger battle set to rival the seminal DBA? Should it be based around a specific battle of campaign or a more generic period? Would a naval or aerial game help to offset the fiscal restrictions? Would 10 mm, 6 mm or even 2/3 mm be more useful? How would you handle making attractive and portable terrain? Plenty of decisions to make and be original!

Appendix B: Play test photos

Here are some photos and notes from initial play testing.



Example 3 trucks and helpers in play.

The trucks are papercraft set on 2"x4" heavy stock cardboard bases.

Surrounding the trucks is double-side adhesive tape. The tape holds the heplers during travel.

The helpers are Caesar Miniatures H61 Modern Special Forces Worldwide 1/72 scale.

The line laser is used to confirm line-of-sight. The line laser is a Harbor Freight Laser Marker with the base removed.



Example game board of roads made from 4" wide strips of cardboard, tapped down using double-sided adhesive tape.

The 2"x4" cards are used to layout a truck's travel.



The papercraft trucks I used to prototype the game.

<http://www.yorlogo.com/bouwplaat-vuilniswagen-daf-irado-schiedam>



Matchbox truck sitting on typical-sized business card.