

Geriatric Wars



***Fighting
The Pension Wars
Of the Future***

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The Pension Wars
Of the Future***

by Richard Tucholka

CREDITS

GAME DESIGN Richard Tucholka
 ART **Sherri Chekal**
 PRODUCTION Richard Tucholka
 Brian & Karen Roe

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Anniversary Design by Rich Tucholka

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**Geriatric
Wars**
#9766

DATELINE: 2000

New progress in medical science assures most people in the U.S. of a life well in excess of 100 years.

DATELINE: 2018

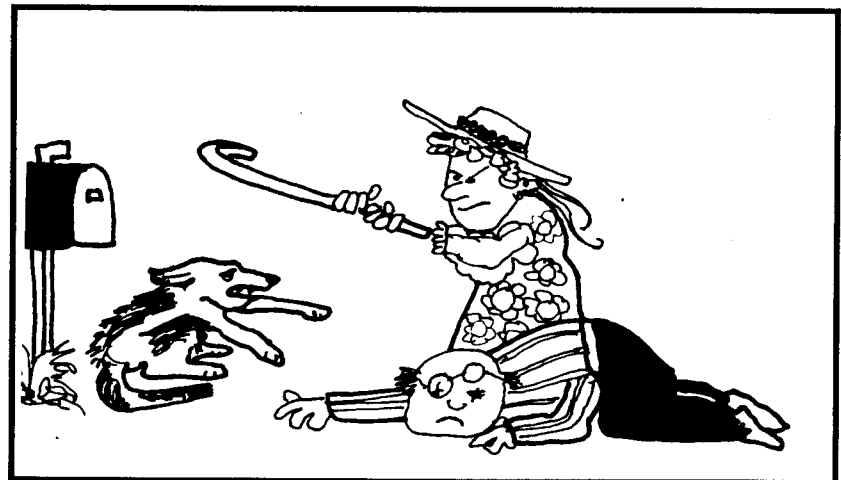
The Social Security Data and Distribution System (SSDDS), overworked, and long antiquated, finally collapsed due to the destruction of SSDDS's Main Computer by Radical Terrorists. The single surviving data bank yields the address but no names of a mere 10,000 Social Security Recipients.

The announcement that there will be a 4 to 6 month delay in benefits, sends thousands of protesting old folks to Washington D.C. During the resulting riot, the director of the SSDDS is murdered by an enraged mob.

In a desperate last ditch attempt to save his skin, the new director authorizes the last 10000 checks, labeled "Pay to the Order of Bearer", to be mailed to the addresses listed in the data bank.

It was unfortunate that no one could have foreseen the wholesale slaughter of our elderly population, for a few fortunate ones to cash a handful of checks.

The "Pension Battles" had begun. this black page of American History was later known as the "GERIATRIC WARS"...



OBJECTIVE

"Geriatric Wars" or "Gerry Wars" is a game of tactical combat between 2 or more senior citizens. The object of the game is to secure the check by outdistancing or quickly eliminating your opponent. The game ends when the check is signed and mailed to the local bank, or there is only one player left.

MATERIALS NEEDED

- A 2 six sided dice
- B 1 ten sided die
- C 1 copy of Geriatric Wars & Shield Card
- D 2 or more crazed wargamers...the crazier, the better.
- E Graph paper
- F Counters or Miniatures
- G 1 Warped Imagination or a Bad Monday

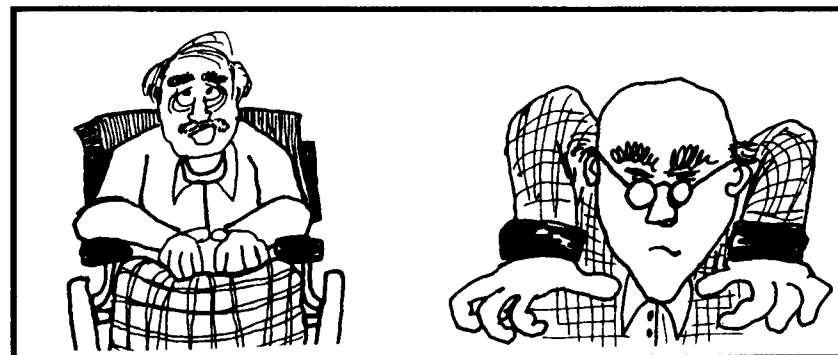
VICTORY

Victory conditions: There is no experience in Geriatric Wars, only 10 years to Life for manslaughter if your character survives...

GM'S NOTES

Read this game at least twice, test the systems slowly the first time. When you have the understanding of what you are doing, it is very fast play.

Set up your neighborhood ahead of time, giving you players plenty of lawn, sidewalks, picket fences, and lawn ornaments. Be creative and have fun.



CHARACTERS

To generate a character for the game, roll the following characteristics: Re-roll any ones on your d6.

Constitution	1d6+1
Strength	1d6+1
Movement	(CON+STR) Divided by 2
Accuracy	1d6+3

Life Points	(CON x STR)
-------------	-------------

SPECIAL NOTES

When you calculate the movement and life points round numbers up to the next whole number.

EXAMPLE

Name:	Vernon Hedgehopper
Constitution	5
Strength	4
Movement	5 (inches or hexes)
Accuracy	8 (hits on a 8 or less)
Life Points	20

MORE SPECIAL NOTES

Characters with a strength of 3 are, at best, in a wheelchair and pushed by other players or an NPC.

NON- PLAYER CHARACTERS

All Non Player Characters (NPC's) have 16 life points and an accuracy of 3. They move at a rate of 6 inches or hexes. If pushing a wheelchair, they will not fight.

OPTIONAL COMBAT INITIATIVE

Roll initiative on a d10. The highest roll is the first player to act. The lower rolls wait their turn, as you count backwards from 10. With tie rolls, actions happen at the same time.

TO HIT A TARGET

To hit a target, roll 2d6. If the result is less than your accuracy, you hit.

EXAMPLE:

Fred swings at Vernon with a handy garden shovel. His accuracy is 7. Fred hits if he rolls between 2 and 7 on 2d6.

Fred rolls a 9 and misses Vernon. Vernon counters Fred's aggression with a brick. He throws and rolls an 8. Since Vernon's accuracy is 8, he hits Fred with the brick he threw. Fred takes damage, Vernon is amused.

THROW

Your strength limits your range of missile fire. If you have a strength of 7, you can throw an object 7 inches or hexes. Missiles that miss their intended target fall behind the target. These items fall d6 -1 inches or hexes behind the intended target.

WEAPONS

Roll a d6 +2 for number of carried weapons at the beginning of play. Other weapons are accumulated from other players or found in houses by a search taking one turn. Roll a d6 for table, then a d10 for weapon.

HOUSEHOLD WEAPONS

01			04		
01	Ceramics	A8	01	Slingshot	A
02	Bedpan	A1	02	Small Appliance	A
03	Toaster	A1	03	Shovel	A2
04	Light Bulbs	A7	04	Frozen Chicken	A
05	Records	A8	05	Portable Radio	A
06	Cans of Food	A	06	Boiling Grease	C
07	Hot Cereal	A8	07	Bird Cage	A6
08	Books	A7	08	Typewriter	B6
09	Crutches	A8	09	Toilet Plunger	A8
10	Fork	A7	10	Home Computer	B6
02			05		
01	Pet Poodle	*	01	Stick	A6
02	Pet Cat	*	02	Cane	A
03	Great Dane	*	03	2 x 4 (wood)	A1
04	Croquet Mallet	A	04	Aluminum Pan	A8
05	Sledgehammer	B7	05	Iron Pan	A2
06	Flammable Fluid	*	06	Rock (small)	A9
07	Hatchet	A4	07	VHS	B
08	Lead Pipe	A2	08	Brick	A2
09	False Teeth	A8	09	Hammer	A3
10	Fireplace Poker	A3	10	Pocket Knife	A1
03			06		
01	Screwdriver	A6	01	Steak Knife	A2
02	Telephone	A1	02	Butcher's Knife	B
03	Shoes	A8	03	Meat Cleaver	B6
04	Rake	A3	04	Tire Iron	A3
05	Hat Pin	A1	05	Bottle, Empty	A6
06	Razor Blade	A6	06	Bottle, Full	A1
07	Ice Pick	A	07	Bottle, Broken	A4
08	Carpet Beater	A7	08	Scissors	A2
09	Portable TV	C	09	Hedge Trimmers	A6
10	Potted Plant	A3	10	Knitting Needle	A6

DAMAGE CODES

Letter and number combinations are equal to the damage of weapons in Geriatric Wars.

A= 1d6	01 = +1 point	06 = -1 point
B= 2d6	02 = +2 points	07 = -2 points
C= 3d6	03 = +3 points	08 = -3 points
D= 4d6	04 = +4 points	09 = -4 points
E= 5d6	05 = +5 points	10 = -5 points

NOTES ON DAMAGE

If any damage calculated is 0 or less, there is no damage from the attack.

EXAMPLE

Rock A7 = 1d6 -2

If you rolled a 1 on the d6, and then subtracted 2, you would get -1 points of damage. Since this is less than 0, no damage would be caused.

STRENGTH & WEAPONS

On page 5 is a list of random types of weapons. Your strength is equal to the maximum number of weapons you can carry. (Be realistic in types carried. It is very difficult to carry 3 TV's and a home computer into combat.)

CAMPAIGN

Geriatric Wars can be played as a fast action game or an extended campaign game with the addition of a few basic rules.

FIREARMS

Most pistol type (d6 shots) firearms do C damage. Rifle type (2d6 shots) firearms do E damage.

AUTOMOBILES

Most small electric cars of the 21st Century do code D damage if they hit a player.

ARMOR

Most bulletproof vests will stop 6 points of damage per hit. This will not, however stop vehicle impact damage.

SHOCK

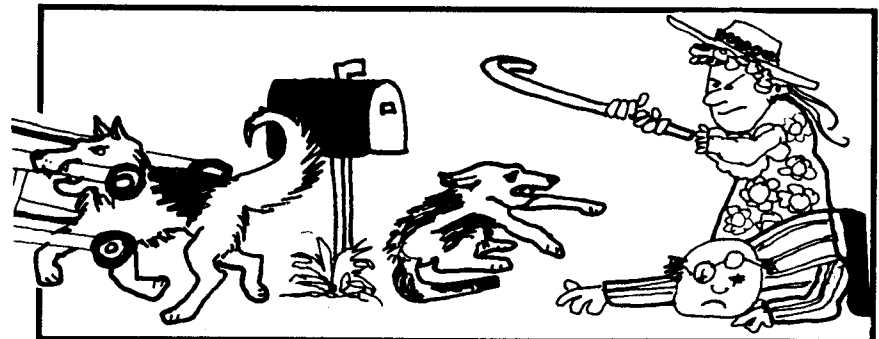
Weapon Shock slows a player in movement on his or her next turn and may even make a character lose a turn. This happens when a character takes over 10 points of damage in a single turn. To find out if a character loses a turn, roll a d6. on a roll of 6 or higher, the character loses a turn.

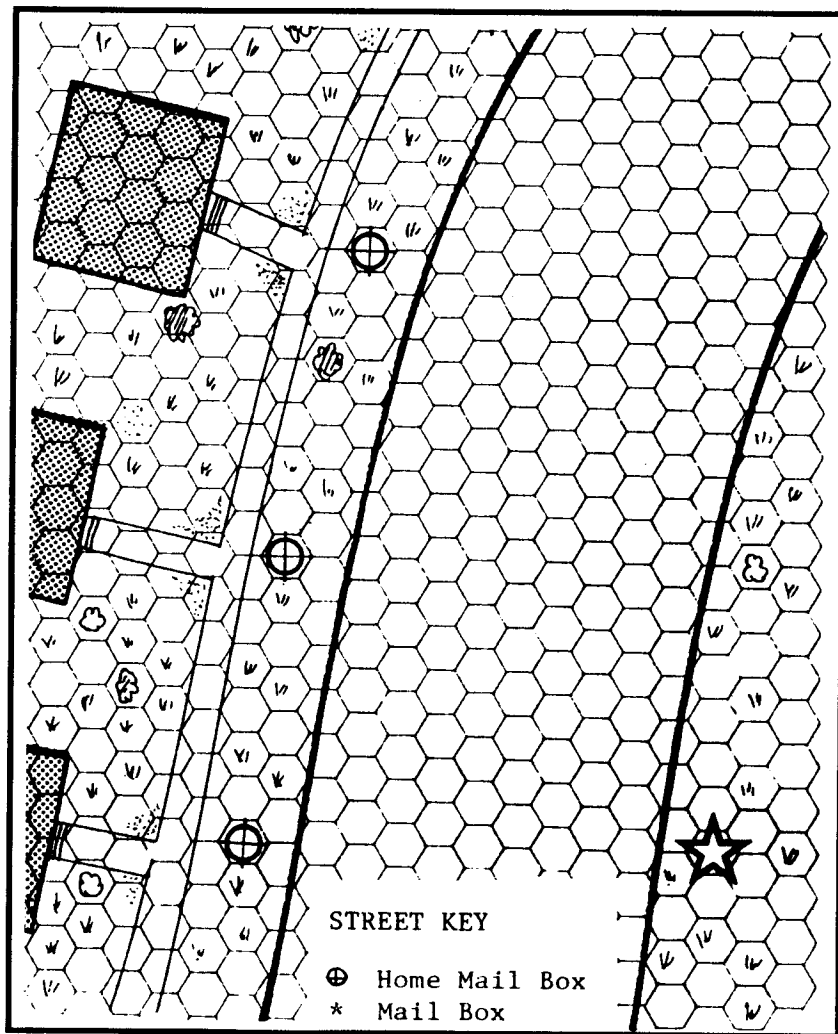
MOVEMENT MODIFIERS

Many items impede or stop movement. Stopping to pick up a thrown item also ends movement. A character can pick up any items within 1 inch or hex of his movement as long as he stops.

Type of Damage	Movement Modifier	Turns Lost
Fist or Small Pet	-01	0
Small Thrown Object	-01	0
Large Thrown Object	-02	0
Large Pet Attack	-02	0
Blade or Knife	-01	1
Club type weapon	-02	1
Firearm	-03	2
Automobile	+04 *	3

* Thrown by Impact





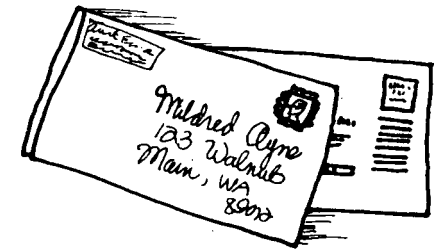
MAPS

Set up your city block on paper or with miniatures. Start characters at the doors. Place a mailbox at each curb and a postal box at a far corner of the board. The U.S Postal truck travels at 6 inches or hexes per turn. At each mail box, 3 rolls are made with a d10 on the following table to determine who has the check. Roll until somebody finds it. At this point movement and combat can begin.

WHATS IN THE MAILBOX?

Roll a d10 for the mail.

- 01-06 Junk Mail
- 07 Bill
- 08 More Bills
- 09 Letter from Aunt Emma
- 10 Check



If no Check is found after checking the box, all players roll a d10, and the highest roller is the recipient of the Check. Postal trucks will run over characters who attack them, doing 10d6 damage. Give 1 random player a pen to sign the Check.

MOVEMENT

Players move up to their movement limit. Picking up an object, checking a mailbox, signing the check or close physical combat automatically end movement. Movement cannot be accumulated for use in later rounds. You can turn a character 50% at the end of a movement turn. You can turn 100% if moving less than half of your total movement, or standing still.

TERRAIN	ON FOOT	WHEELCHAIR	WALKER
Sidewalk	+01	+02	+0
Grass	+0	-01	-02
Curb	-01	-02	-03
Snow	-02	-03	-01
Lawn Ornaments	-03	-04	-03
Dead Players	-03	-04	-03
Stairs	-02	-06	-04

WEATHER

Rain	-01	-01	+0
High Wind	-02	-01	-01
Light Snow	-01	-02	+0

TURN SEQUENCE

- 01 Move 1/2 Total Movement
- 02 Missile Fire
- 03 Pets Continue Attack
- 04 Wheelchair Tipping
- 05 Complete Movement
- 06 Extra Physical Combat (wheelchair combat)
- 07 Close Physical Combat
- 08 Damage from Wheelchair Tipping

FALL

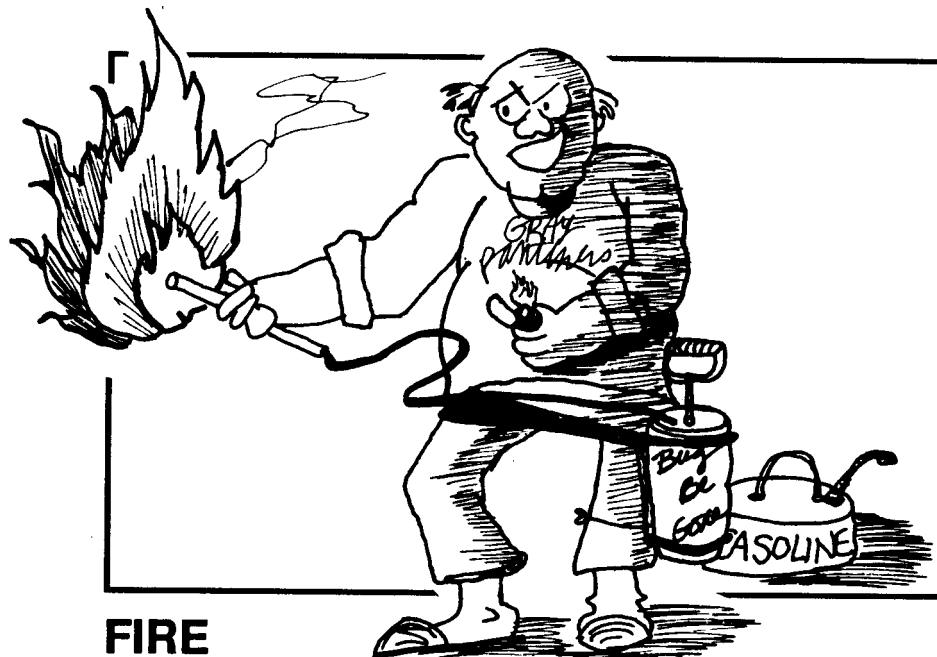
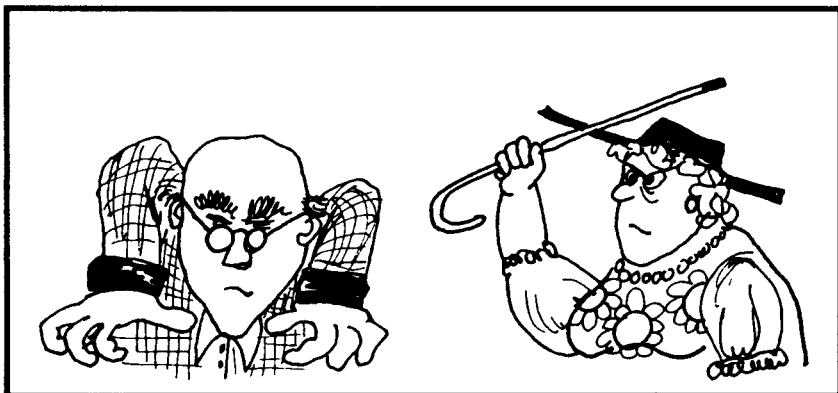
If a player is in a wheelchair, he or she may be tipped over. Each time a player attempts to tip over a wheelchair roll on Table A for success.

TABLE A

- 01-04 No effect
- 05 Chair tips next turn
- 06 Chair tips this turn

DAMAGE

- 01-04 Victim is not hurt
- 05 Victim takes 1d6 damage
- 06 Victim takes 2d6 damage



FIRE

It takes one turn to splash any flammable liquid on a target. It takes one turn to ignite the target as a normal hit. Liquids can be thrown as normal missile fire in a bottle or splashed 3 hexes.

BOTTLE BREAKING

- 01-04 Bounces off Target
- 05-06 Breaks on Target

IGNITION OF LIQUID

- 01-04 No Ignition
- 05-06 Target Ignites

BURN DAMAGE

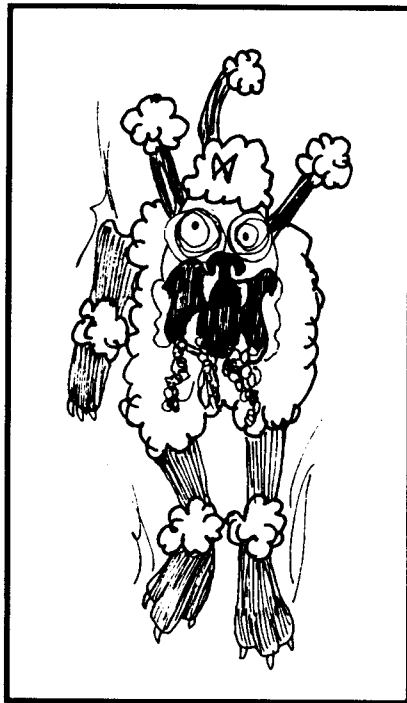
- 01-04 1d6 damage per turn
- 05 2d6 damage per turn
- 06 3d6 damage per turn

Any character may smother d6 points of fire damage per turn. Fire spreads at 3 points per turn if not smothered.

PET COMBAT

Pets can be an important aspect of combat. The pet always, well... sometimes protects it's owner.

TYPE	ATTACK	IMPACT	BITE
Hamsters	A	A0	A9
Small Dogs	B	A6	A7
Cats	C	A7	A7
Medium Dogs	B	A	A
Large Dogs	D	A2	A4



A Attack Result

01-05 Die
06 Run

B Attack Result

01-04 Faint
05 Run in Terror
06 Attack Once

C Attack Result

01-04 Run
05 Attack Once
06 Attack Owner Once

D Attack Result

01-02 Hide under Shrubs
03-04 Attack on Command
05-06 Frenzy, Attack any within range.

TYPE	LIFE DICE	MOVE	ACC
Hamsters	1 point	06	05
Small Dogs	d6	04	06
Cats	d6	07	05
Medium Dogs	2d6	06	06
Large Dogs	2d6	07	07

EPILOGUE

It was over. With 14,000 Senior Citizens dead, and another 75,000 wounded, the political machinery finally saw the error of it's ways. In the months that followed, a new system was created that would see to the needs of our elder population. It would give them hope and let them retain their pride while giving them the respect of a rapidly growing technological society.

If this game has been offensive to you, please accept our apologies. It was constructed to be thought provoking and entertaining. If you still are upset with us, feel free to purchase and burn as many copies of this game as you see fit.

Tri Tac Games
235 West Fairmount Ave
Pontiac, MI 48340
TriTacGames.com



Geriatric Wars

NAME _____

ACCURACY ☐ STRENGTH ☐

MOVE ☐ CON ☐

WEAPONS DAMAGE

LIFE
POINTS

START

☐ Check

☐ Pen

Geriatric Wars!



GERIATRIC WARS

Geriatric Wars combines the fun of Role Playing with the fast action of a board game. Characters battle over a few pension checks that survive the Social Security collapse of 2018.

- * Health Insurance has taken your last Dime!
- * You Live on Social Security!
- * The check is all that matters.
- * This is the Last Check
- * Cash it or Else!

Tri Tac Games

TriTacGames.com
rpg@tritacgames.com

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Wars**