



The Great Garbage War

A Wall-E / Mars Attacks
Movie Mash-Up

By Alistair Morrison

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A Wall-E / Mars Attacks Movie Mash-up



Dedicated to all those affected by the Canterbury Quake.
Especially Anna, Dez, Michael and Sam.

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Introduction

Welcome. Welcome to The Great Garbage War - a Role playing game designed as part of K1MK1T.net's 24 hour RPG. The name of the game is simple: write a playable RPG within 24 hours. As a special addition this year, the RPG must be a mash up between two movies.

So without further ado I present to you:

An exciting adventure to save the world from those evil Martians;

A story full of Hoverchairs, morbidly fat heroes and little semi-intelligent robots;

A world polluted by centuries upon centuries of mind-less consumerism;

And did I mention Martians?

With a small dose of Slim Whitman's singing.

SETTING

The setting is designed to be a mad mix between Pixar's **Wall-E** and Tim Burton's **Mars Attacks**. Set in the distant future, where earth is over run by garbage, the remaining humans return to earth to begin the Operation Re-

colonize. Things go well for the first few years, until it seems someone has had a similar idea - a bunch of fun-loving Martians have decided to join in the fray, along with their friends Red and Green Ray gun. Now it is only our Heroes (their little robot friends and their Hoverchairs) who stand between Humanity and Certain Death.

Chapter 2 - Knitting a Setting goes into more detail about what has come to be and what currently is.

Chapter 3 - Earth's Enemies introduces our little Martian friends.

Chapter 4 - Earth's Heroes goes over the creation of the all important PC.

SYSTEM

The system is designed to be easy and quick to run. Making use of a simple dice pool, all a player will need is a handful of six-sided dice (d6s). All tasks consist of a difficulty - which indicate the number of successes (a roll of 5 or 6) needed to pass - and a dice pool - the number of dices the player rolls - which is dependent on the Player Character's (PC) Stats and Abilities.

Should the number of successes be great than the difficulty level, the PC succeeds and all is good. Should it be otherwise, fun ensues as the DM laughs maniacally.

More detail on the System will be found in Chapter 5 - Tasks and Threats.

A FINAL WORD

One thing to keep in mind when playing this:

HAVE FUN

It falls on all involved to make sure that fun is had. One person, the Game Master (GM), who weaves the world around the PCs, is there to create a living environment and adventure for the PCs. Everyone else, the Players, each take control of a single PC in their quest to save the world. This game is not a competition between GM and Players, but more a cooperative exercise in Having Fun.

In the end of the day, this is all about two groups of people fighting over a big pile of garbage. Keep that in mind while you are playing.

Chapter 6 - On To The Action gives an example of how Fun may be had as well as some ideas for an adventure or two. Please only read this if you plan to GM.

Knitting a Setting

The Earth

Earth is in ruins. Large sky-scrapers of trash cubes line the horizon in every direction that can be seen. Massive dust storms periodically sweep through the lands, carrying century's old packaging and other consumer discardables with it. Large lightening storms circle the planet, bringing gale-winds and torrential rain with them.

Yet all is not hopeless. Small human colonies are starting to emerge. Based out of a handful of landed ships, these colonies (with the help of robot technology) have slowly started replanting sheltered areas. If you know where to look, valleys of corn, potatoes and the fabled pizza plant can be found, all grown by the tender hands of Earth's colonists.

In the sky, orbiting above, are the final few cruise ships, which have chosen not to land. Why land now, when you can let the other's carry out Operation Re-colonize and do all the hard work?

The Cruise Ships

These cruise-ships, either on land or in orbit, provide a home for millions of humans. Most go about their day to day business as they have for the past few hundred years. They rove about these massive cruise ships on their personal Hoverchairs, drinking milkshakes, watching TV, and enjoying their meaningless lives.

Yet since Operation Re-Colonize started, large proportions of the ships have woken up and begun humming. Scores of robots, designed to assist with Operation Re-Colonize have been charged. Large classrooms are dedicated to teaching the latest generations of humans about the wonders of earth and how to grow plants. Things are Happening, and all those who lower their holographic computer screens for a moment cannot help but get a vive of excitement.

Buy'N'Large Classroom Alphabet

"A is for Axiom, your home sweet home.
B is for Buy N Large, your very best friend."

The Background – In a Timeline

Before 2105 –Buy-N-Large (BNL) take control over the entire Earth's economy and government. Extreme consumerism results.

2105 – To deal with increasing rubbish problems, BNL sponsors a fleet of cruise ships to leave the planet for five years, while WALL-E (Waste Allocation Load Lifter – Earth Class) units are charged with cleaning up the planet.

2805 – EVE (Extra-Terrestrial Vegetation Evaluator) arrives on Earth and discovers signs of plant life.

2806 – Axion, the flag-ship of the cruise fleet, lands on earth, the first humans in nearly 700 years.

Operation Re-colonize begins.

2810 June – First UFOs are detected in Earth's outer atmosphere

2811 August – First Contact is made. UFOs origins confirmed as Mars

2811 August – War begins.

2811 October – As the last of Earth's military capacities are destroyed; our Heroes are selected as Earth's Last Hope.

Day-In-The-Life

Robots

Robots play a very key part in the life of a human. A few of the key types of Robots can be found below:

- WALL-E (Waste Allocation Load Lifter - Earth Class). A small little square shaped robot, tasked with cleaning up rubbish on earth. Complete with two arms, tracks, solar panels, and an audio-recording device. Designed for garbage clearing tasks.
- EVE (Extraterrestrial Vegetation Evaluator). Probe-droid. Designed with high-speed flight, scanners and laser gun. Currently employed in Operation Re-Colonize
- KEET-ON (Kuick Eatery and Entertainment Technology - Only Nights). The all important transport-bots, designed specifically for serving refreshments to hard working humans. Includes with puppy-dog eyes to give all who see it a warm-feeling.
- M-O (Microbe-Obliterator). Small little cleaning robot. Mounted on a single-wheel, and equipped with lights and cleaning equipment.

Hoverchairs

The all important Hoverchairs plays a vital role in human life. They started off as a simple entertainment and convenience but by the year 2805 had become the only way to get around the ship due to the condition of the passengers. Over time, while in space, humans have evolved to become dependent on these chairs. Imagine a whale floundering about inside a truck and you have a close image of how dependent humans are upon these chairs. It takes a great deal of effort for anyone to move without one of these chairs, so instead humans now float just off the ground, with everything they could ever need right there.

Operation Re-Colonization

Operation Re-Colonize was a plan enacted by Buy'N'Large Corporation to clean up the excessive amounts of garbage off the Earth's surface, in order to resettle humanity upon its home world.

Upon finally returning to Earth, 700 years later, many cruise ships commenced with Operation Re-Colonize.



A WALL-E Unit performing it's task on pre-colonized Earth.

The Human Body

After centuries spent in luxury cruise ships, with use of a personal Hoverchair, humanity has evolved to fit into this inactive life-style. Bones have shifted apart, fat has replaced muscle, and the whole body has become bloated to provide better fit into the Hoverchairs.

Humans have become incapable of performing many actions by themselves, and instead have to rely on assistance from either Robots or their Hoverchairs. Walking is impossible, even gripping objects with any dexterity poses a great difficulty.

Earth's Enemies

Martians! No one could quite believe it at first – how could we have lived so close to this planet and not known that these advanced creatures lived on it? The answer was simple. Humanity was so absorbed by their own consumer driven society that they failed to notice what was sitting right in front of their faces.

First Contact

First contact occurred in a cleared area in the old state of Nevada. With the aid of a translator robot, Martian Audio Language Translator (MALT), communication was made.

In the following Box a transcript of the first conversation can be found.



First Contact Transcript:

Martian Ambassador: Ack Ack Ack green of skin... 800 centuries ago, their bodily fluids include the birth of half-breeds. For the fundamental truth self-determination of the cosmos, for dark is the suede that mows like a harvest.

General Decker: What the hell does that mean? **Loud bang as the MALT-Bot is kicked**

Martian Ambassador: We come in peace! We come in peace!

Explosions and screams

Unknown Martian Soldier: Don not run, We are your friends!

More explosions and screams

Radio Static

Martian Purpose

Exactly why the Martians have chosen to come to earth is unknown. The only obvious explanations, to the common Human, are as follows:

1. They are bored;
2. They really don't like garbage.

Whatever their reason may be, their actions are clear: Wanton slaughter of all who happen to cross their path.

Two potential aims for the Martians are explained below. It is up the GM to decide how the Martians work best in her game.

Option 1:

They just really, really hate humans.

They've sat on their little rock for thousands of years, watching us go about our daily business, eat fatty take-aways and watch soap operas on our televisions. What better excuse does one need to drive an entire species to clinical hatred? Taking this option, the Martians are here simply to destroy, and why not have a bloody fun time doing so?

Option 2:

Martians are an Eco-Friendly Species

Who would have ever thought that the Martians do really care? In their own strange way they are here to save their neighbour – sort of like a Neighbourhood Watch scheme. They saw that humans had abandoned their planet, leaving behind piles of garbage and toxic waste, so they may have decided to go clean up the place. The fact that humans have since returned only provides another difficulty in this great task – but no Martian ever let such a difficulty stand in their way.

Typical Martian Encounter

Imagine this scene. You are walking down a sheltered valley. On both sides there are fields of crops – corn field on your left, with the first shoots just starting to sprout through, and pizza field on your right. Looking up to the top of the valley, you can see a lone WALL-E unit working endlessly cleaning up mountains of waste.

You walk over a little rise and spot two figures, leaning against a fence that you helped make just the other day. They are staring out away from you. In the direction they are looking you can see a collection of cans sitting atop a second fence.

One of the figures lifts a ray-gun, and points it towards a can. A zapping noise is heard. A green light flashes, and the can dissolves into a pile of dust.

An “Ark Ark Ark” is heard – almost sounding like laughter – from the two figures.

They turn and see you...

Martian Equipment

A standard Martian soldier comes equipped with the following gear:

- Red Ray Gun (RRG). Purpose: To destroy. Power Source: Internal. Capabilities: Deadly.
- Green Ray Gun (GRG). Purpose: To destroy. Power Source: Internal. Capabilities: Deadly. The Difference between RRG and GRG: The Colour.
- Breather Helmet. A dome-like helmet designed to assist Martians in living in Earth’s atmosphere.
- Communicator
- Shrink Gun. Only in the hands of the Martian Leadership. Shrinks the target down to crushing size.

The Martian Body and Mind

Through dissecting of dead Martians, humans have been able to conclude two vital facts:

1. Martians may be capable of limited telepathy, due to their extreme cranium size
2. Martians cannot breathe Earth’s atmosphere

Martian Saucers are, as chance may have it, what the standard human might imagine when they think Space Saucer: A round, metallic vehicle, with a dome shape in the middle, capable of high, inter-planetary speeds. Landing equipment consists of three legs, extending from the underside of the saucer, and a retractable ramp.

Extendable grappling units can also be attached, designed for uses such as Saucer Ten-Pin Bowling – a common Martian pass-time.

Both Martian ships and armour are generally resistant to all human weaponry.

Earth's Heroes

That is you – the Player Character. Randomly selected from the passenger list of your Cruise Ship, equipped with an off-ship Hoverchair, your own personal robot companion and that cunning mind of yours, you are sent off to face the impossible and hopefully save Earth from these Martians!

Character Creation

There are four vital aspects that make up a Character. These are the capabilities of their Mind, their Hoverchair and Robot, and any extra Special Attributes they have.

Character Creation consists of the following steps. Each will be explained in more detail on the following pages.

- 1) Names. Choose a name for your Hero, a name for your Robot, and a name for your Cruise Ship.
- 2) Assign Stat Points
- 3) Choose any Special Attributes
- 4) Descriptions.

A Character Sheet can be found at the end of the book (Pg 19).

Names

You need to choose three different names, to begin with. First: a name for your Character. First names are enough – things are casual in this world. As Cruise-ships left from all over the world, any name is generally fitting. Examples may include such things as John and Mary.

Second: a name for your Robot. Examples include Martian Abatement and Removal System (MARS); Robotic Organiser and Boosting Operator – Terrestrial Class (ROBOT) and Evaluation, Demolition and Destruction (EDD). Feel free to come up with creative names of your own.

Third: a name for your Cruise Ship. This is your home – the ship you've spent most of your life on. Examples include Axiom, Lemma and Corollary.

Record these names on your Character Sheet.

Assign Stat Points

Every Hero has three different numbers, which determine how many dice they can roll in various situations. These Stats are:

- Yourself
- Your Robot

- Your Hoverchair

The Stats are rated on a scale 0-3.

You have 8 points to spend. All stats start at 0. To increase the stat it costs the number of points equal to the number of the stat. That means if you want to increase it to 1, it costs 1 point. To 2 costs 3 points (1+2) and to increase it to 3 costs 6 points (1+2+3). Any remaining Stat points may be used in the next step to purchase Special Attributes.

Once you have chosen your Stats, write them in your character sheet.

Yourself

This stat governs how much you can do, without assistance. Remember that humans have evolved from what we are like in the 21st Century, to a state where most physical actions require assistance. This stat mainly represents your mind power, intelligence, singing and similar, non-physical activities.

0 – You are Dead.

1 – You are almost entirely reliant on help.

2 – You can think for yourself. Sometimes.

3 – You're an exception. You can think, and occasionally even move, by yourself.

Your Robot

This stat governs the capabilities of your Robot. Upon been selected as a Hero, you were given charge of your own Robot, to act as an extension of yourself. This robot can carry out tasks that you are not physically capable of doing, such as lifting heavy objects, shooting guns or playing a piano.

Of course, your Robot is just a programmed machine, so cannot perform complicated thoughts on its own. That's what you are here for.

0 - It's broke.

1 - Basic functioning robot. Nothing fancy

2 - Your average Hero robot. Moving, shooting, lifting is no problem.

3 - Highly capable robot. Only the best heroes get given these.

Your Hoverchair

If your Robot is your arms, then this Hoverchair is your legs. If you need to navigate through a mine field, run away from a Martian, or jump between roofs then your chair is your best friend. Moving at all without your chair takes an extreme feat of effort.

0 - Broken! Best start rolling.

1 - Basic chair. Struggles with rough terrain.

2 - Off-road chair. If it had wheels, it would be

a 4-Wheel Drive chair.

3 - Only the best is good enough for you.

Diving from tall buildings, surviving a rubbish avalanche or running over Martians is possible.

Special Attributes

Special attributes are abilities that you can perform above and beyond a normal person/robot/Hoverchair's abilities. This could include such things as the ability to move short distances without your chair, your robot's to translate Martian, or even your Hoverchair's ability to jump in the air for a short burst.

All PCs automatically start with 1 Special Ability. Extra Special Abilities may be purchased at the cost of 1 Stat Point. Record these on your Character Sheet.

A list of sample Special Attributes can be found in Appendix 1. Feel free to make your own, with GM consultation.

Descriptions

The last part of character creation is a description. You should now have three numbers, and one more Special Abilities entered in your Character Sheet. Using these as your guide, write down a sentence or two describing Yourself, Your Robot and Your

Hoverchair. This may include things such as what your Robot's purpose was before it was assigned to you, what your view on the Martians are, whether or not you were actively involved in Operation Re-Colonization, or if you just sat back in the sky and watched.

This description adds a little flavour to your character - helping flesh him out a bit - as well as giving the GM a bit more to work with them running Adventures. If you can't think of anything more than a descriptive word or two, that is alright.



Example Character

CHARACTER SHEET - THE GREAT GARBAGE WAR

HERO NAME: John

PLAYER NAME: Alistair

ROBOT NAME: MALT

SHIPS NAME: Axiom

STATS

Yourself	3
Your Robot	2
Your Chair	1

SPECIAL ABILITIES

1 - Robot : Martian
Translator

2 -

3 -

FURTHER
NOTES:

DESCRIPTION

Yourself:

One of first to help with Operation Re-Colonization. Has Wife named Mary.

Your Robot:

Primary purpose to assist with Martian-Human Translations. Travels about on a standard tread.

Your
Hoverchair

Standard issue Hoverchair. Nothing special

Tasks and Threats

As with every RPG, there comes a time when the Heroes must perform Heroic actions. Whenever your PC is attempting to perform an unusual action where failure may result in a negative consequence, the GM may call for a roll. Rolls should not be called for every day actions, or those where the PCs can just try and try again until success, with no negative effect for failing.

Types of things that should be rolled for:

- Sneaking past a Martian guard;
- Flying a plane around a hostile Martian Saucer;
- Combat;
- Out-running (or out-hoverchairing) a garbage avalanche.

Things that should NOT be rolled for:

- Standard Hoverchairs work;
- Ordering your robot to perform routine lifting work;
- Operating a Television.

In order to work out whether you succeed or fail, a Player rolls a dice pool, consisting of six sided dice. Results of 5-6 are successes. If the number of successes equals the difficulty rating, then the PC succeeds.

Dice-Pool and Bonus Dice

The number of dice in your dice pool is based on two factors.

After the GM has asked for you to make a roll, work out what the most applicable Stat is (eg. If it involves Thinking or Singing, then it's Your stat; where as if it involves movement, it's Your Hoverchair stat). The number rating of your stat equals the base number of Dice you have. If you have a 2 in Your Hoverchair, you start with 2 Dice.

Next, the GM may award up to 2 Bonus Dice. One Bonus Dice is to be given when something in the PCs environment is used to assist. This may include another PC or NPC (Non-Player Character) helping, or the possession of some top-of-the-range equipment. Another bonus dice may be awarded if the player has a Special Ability relating directly to the situation at hand. These bonus dice are given at the DMs discretion.

Difficulty Rating

The Difficulty Rating is determined by the GM. As a general rule of thumb the following difficulties can be applied:

- 1 - Normal
- 2 - Challenging
- 3 - Very Difficult
- 4 - Nearly Impossible

Most Rolls should have a difficulty of 1.

This is assuming that the average number of dice in a dice pool is 2. GMs are welcome to adjust this scale as they see fit, to fit with their campaign or even different situations.

The following table breaks down the probability of Success, given different difficulty levels and dice pool sizes.

Difficulty Rating	Dice Pool Size				
		1d6	2d6	3d6	4d6
	1	33%	56%	70%	80%
	2	0%	11%	26%	40%
	3	0%	0%	4%	11%
	4	0%	0%	0%	1%

Outcomes

Should the Player roll the required number of Dice, the PC succeeds in his action. The GM should now explain what has happened, along the lines of the PCs action succeeding

Should the Player fail the roll, then the PC has failed in his action. The GM now dictates what has happened. If the roll is failed by a large amount, or the PC is attempting something risky, a negative effect should be applied. This may mean taking injury, losing a piece of vital equipment or someone taking a dislike to the PC.

Criticals (Optional Rule)

Before the game begins, the GM and Players should decide together if they want to include the rule for Criticals. Criticals are successes or failures that do so in the extreme. Instead of missing the Martian you are shooting at, you hit an innocent bystander; or maybe it not only kills that Martian, but damages the Saucer behind him.

Critical Failures occur when over half the dice rolled are 1s. If you are rolling 3d6, two must come up as 1 for it to be a Critical Failure. When this happens, everything that can go wrong does go wrong.

Critical Successes occur when two or more 6s occur AND the action succeeds. When this happens, anything that may go right does go right.

Combat

Combat is a situation when two people are opposing each other's actions. This may be a gun-fight, a Martian arm-wrestle, or a singing contest preformed during some down-time.

Before beginning, all sides must announce what their goal is. It may be to simply win the arm-wrestle, or it could be to capture a Martian alive, or maybe even to Escape the combat with your life.

In Combat, a target number of 6 is set. Combat is a race to reach this number of Successes. Dice pools are rolled in rounds, with the winner of that round getting the dictate what happens in one part of the

combat. The first person to reach a total of 6 successes wins the over-all combat.

In PC vs PC combat, each player rolls their Dice pools. In PC vs NPC combat, the GM assigns a difficulty, and rolls that number of Dice against the PC. The following numbers may act as a guideline for difficulty ratings:

- 1 - Easy
- 2 - Average
- 3 - Challenging
- 4 - Very Difficult
- 5 - Nearly Impossible

Keep in mind that Martian's clothes and ships are more or less resistant to Human weaponry. To kill a Martian either use one of their weapons, or aim for the helmet. This may make combat more difficult than otherwise and the GM should adjust the difficulty appropriately.

In the case of the draw, the person with the greater number of 6s wins.

Multi-way combats (e.g. two Heroes vs two Martian) occur in the same manner; just each goal must be met separately. Hero 1 might be trying to kill Martian A, so must succeed in this goal before turning on Martian B.

An example combat can be found to the right. As you can see, numbers matter; especially when those Martians have so much better equipment than mere Humans.

Example Combat

Our Hero John is trying to attack two Martians. His first goal is to Kill Martian 1. The Martians both state their goal as to kill John. John is using his Robot to attack them, with a Stat of 2. The GM also allows 1 Bonus Dice, for an upgraded gun the Robot has. The Martians are both Normal difficulty, so the GM will roll 2 Dice for Martian.

Round 1:

Martian 1 : [1, 6] One success

Martian 2 : [5, 4] One success

John : [6, 5, 3] Two successes

John gets to dictate an Action. He decides that he caught the Martians by surprise, managing to get in a couple of shots.

Round 2:

Martian 1: [2,3] Zero successes

Martian 2: [4,5] One success

John: [6, 2, 6] Two successes

Again, John wins the round, and may say that he manages to blast apart the Martian's cover.

If John reaches 6, he manages to kill Martian 1, and then must start again to try and slay Martian 2.

Injuries and Death

Injuries deal damage to Stats. When a Stat reaches 0, that part of the Hero is dead. The Robot might blow up, the Hoverchair may break, or the Hero could die.

Generally, Martian weapons will take a stat right down to 0 without fail. A Martian Ray-gun is designed to disintegrate its target. Same applies when Humans break a Martian's helmet - Martians have no chance of surviving without their air-supply.

In cases where injury without death is required, the GM should deduct a number of points from the PC's appropriate Stat. As a rough guide, see the following numbers.

- 1 - Wounded
- 2 - Badly Wounded
- 3 - Mortally Wounded

The death or wound to a Robot or Hoverchair can be recovered in time. Whenever there is a substantial gap in the campaign time, the GM may rule that a certain amount of points are healed. Healing Yourself takes longer, and obviously can't be healed if reduced to 0.

A Robot Note

One final note in the Tasks and Threats section. It is worth remembering that Robots are not humans. While many have been programmed with Virtual Intelligence (VI) they are not fully thinking creatures.

Usually they have a specific Directive, which they will complete without any logical thought. If ordered to "Clean the Spaceship", they will, no matter what.

The one exception to this is Robots with the Faulty Special Ability, who can think for themselves, due to some faulty programming or wiring.

"Why can't we work out our differences?"

Why can't we work things out?

Little people, why can't we all just get along?"

Onto the Action

You are now entering the Game Master's section of the book. If you are not planning on GMing this game, please stop reading here! You don't want to spoil your fun.

In this section you will find some Sample Play, between Greg, the GM, and Danny, Cindy, Barbara, Byron and Tom, the players. After that, a range of possible Adventure seeds has been presented, to give you, as the Game Master, some ideas of where to start.

Sample Game Play

The five heroes, Danny, Cindy, Barbara, Byron and Tom were in a make-shift casino, where they were relaxing during some time off Saving The World. Time-off never lasts long for Heroes, and it no time had passed when the Martians entered the Casino. Escaping through a backdoor that Tom knew about, the Barbara suggests they head to her air-car, in the car-park, to escape.

Danny : "The Martians will be all over the car-park. We are better off hiding down here until they are gone."

Cindy : "No Danny, they'll certainly find us here! Remember how they used the sensors to find us before."

Danny : "Look, I don't care. I'm better off taking my chances here."

Danny walks off from the rest of the party to find a place to hide.

As there are some Martians just around the corner from Danny, the GM asks for either a Your Hoverchair Roll or a Yourself roll to hide well. Danny decides on the Yourself, as it is the higher stat at 2. Rolling a 3 and a 5, the GM declares that Danny did manage to escape the Martians. This time.

Back with the other four, they have managed to find the air-car and are preparing to start it.

GM : "Remember, you need to open the Garage door before you can leave."

Byron : "Oh bugger. I forgot about that. Does it look easy to open? Do I think it'll make much noise"

GM : "Well, 700 years of rust and disrepair hasn't left it in a very good state. I'll need 1 Success to open it successfully, and 3 to do so silently."

While the four humans hop into the air-car, they decide to send Byron and Cindy's robots to try and open the door. Byron has a Your Robot stat of 3, plus an additional Bonus Dice for the help that Cindy's robot is giving

Unfortunately, he only rolls 1 success.

GM : "While Byron's and Cindy's robots do manage to slowly open the door, it becomes clear that the years of rust has had its toll. A loud screeching sound echos around the area, and outside you hear the tell tale "Ack, Ack, Ack" of the Martians as they turn your way."

Tom : "We're no match for a pile of Martians! Let's get out of here! Fast!"

GM : "Roll a Yourself, to see if you're able to get the car into the air fast enough"

Tom rolls his 1 Yourself and fails.

GM : "The Martians are already pointing their gun in your direction. You know if you launch into the air now the end will be... smokey."

Byron : "Alright then, I charge my Robot at them! Hopefully that might distract them enough for us to escape"

GM : "Um... okay. As your robot charges forward, the Martians turn their gun on it. Almost as one, they fire, leaving nothing more than a pile of ash behind. Because of this great sacrifice, Tom is able to launch the car into the air, making good your escape. Byron, change your Robot score to 0."

As Byron paid a big price for the success, the GM decided that Tom didn't have to roll again and that the loss of Byron's robot was enough.

Martian Weakness

As Achilles seemed to have all the advantages over Paris, so to do the Martians have over the Humans. Just like Achilles, the Martians need their weakness – a way for the Heroes to finally defeat them. Below are a few suggestions that you, as the GM can work with, but ultimately you should not feel bound by them if you have your own idea.

Slim Whitman's 'Indian Love Call'

Maybe it's the pitch of the voice, or maybe it's just that the Martians can't stand good music, but for some reason this song seems to be their great weakness, causing the Martians overly large brains to explode. If the PCs could somehow find some way to play this song across the radio waves, maybe it could take down the Martian Saucers.



Can the humans survive until the clock runs out?

Earth's Diseases

Coming from another planet, Martians seem to have a particular weakness for Earth's many diseases. If only they hadn't all followed the same fate as Small Pocks and been cured. Maybe if the PCs were to find some old-Earth disease laboratory they could release some of the old diseases – but what effect would this have on the human population?

Against the clock

Politics and red-tape bureaucracy is a plague in Mars. Due to the amount of paper work that needed to be filled out to attack Earth, the Martians were only granted half a year on the planet. If the humans can survive that long, they'll at least have a three decade break before the next Martian Attack request is approved.

Adventure Seeds

While the Weaknesses do give direction for the grand plan, Adventure seeds below provide some more small-scale happenings.

Infiltrated!

Somehow the Martians have managed to disguise one of their numbers like a human, using special Martian chewing gum to make a personal breathing atmosphere for themselves. It's up to the PCs to explore the Cruise Ship in order to root out the infiltrator.

"Ack!

Ack!

Ack!"

– Martian Ambassador

The Pizza Plant

Some Martians have stolen the supply of Pizza Plant seeds. Mass panic would ensue should it become common knowledge that there will be no Pizzas next season. An EVE unit was sent out to retrieve them, but hasn't been heard from since. Now it's fallen upon the PCs shoulders to get the Pizza Plant seeds back before people hear about it.

Save the boys!

Two children have gone missing from one of the Cruise Ships. They were last seen talking about visiting some old-Earth monuments. Can the PCs get to them before the Martians do? Or maybe the boys themselves are the danger, with their own ray guns recovered from a couple of dead Martians.

Falling Trash

A large river of trash is slowly moving towards a human colony. How can you stop this threat? No Martians involved here... or are there?

Appendix 1 – Special Abilities

Your Abilities

- **Manoeuvrability.** For whatever reason your body isn't so hopeless as others around you, allowing minimal movement without the use of your Hoverchair.
- **Usable fingers.** Your fingers have more muscle and less fat than most 29th Century humans, allowing you to hold things with only a bit of awkwardness.
- **Piloting.** When others spent their time watching movies and drinking milkshakes, you were playing games! When it comes to flying air-cars, you know which way is left, and which way is right.
- **Friends.** You have Friends in high places. And they can get things done for you.
- **Bright.** You've got one hell of a mind on you. You're that strange kid who can solve impossible maths equations or figure out the square root of -1.

Your Robot's Abilities

- **Martian-Human Translator.** Your Robot is specially equipped with the latest translating devices. You know that "Ack, Ack, Ack" really means "We come in peace".
- **Flight.** Your Robot can fly. At high speeds.
- **Faulty.** Your Robot can think for itself. You can order it to do a task and it will use logical thoughts, weighing up different options, thinking about people's feelings and so forth, in order to carry it out. But just remember, as it can think for itself, you'd best be nice to it.
- **Heavily Armed.** Some of the special Directive robots are armed with heavy laser weaponry, equivalent of Martian technology. Your Robot is one of them.
- **Scanners.** Your Robot is equipped with complex scanners, able to pick up the smallest of needles in the largest of haystacks.
- **Dark Vision.** Your Robot is designed for operating in dark conditions, with full night-vision incorporated into its design.

Your Hoverchair's Abilities

- **Jumping.** While most Hoverchairs are stuck level with the ground, yours is capable of making jumps of up to 2 meters high using inbuilt boosters.
- **Speed.** Most Hoverchairs are built for the luxurious life on a Cruise ship. Yours was built for fun. Others entertained themselves watching TV – they were watching you race around on the Cruise ship's race-track. Your Hoverchairs can go fast.
- **Built-in Breather.** For some reason, you found your Hoverchair comes with a built in breathing device. When you'd ever need to go under water on a cruise ship, you can't imagine.
- **Hardy.** Your Hoverchairs is particularly hardy. It can withstand damage that would put most Hoverchairs out of business.

Appendix 2 – Tables

Stat Descriptions:

Yourself

- 0 - You are Dead.
- 1 - You are almost entirely reliant on help.
- 2 - You can think for yourself. Sometimes.
- 3 - You're an exception. You can think, and occasionally even move, by yourself.

Your Robot

- 0 - It's broke.
- 1 - Basic functioning robot. Nothing fancy
- 2 - Your average Hero robot. Moving, shooting, lifting is no problem.
- 3 - Highly capable robot. Only the best heroes get given these.

Your Hoverchair

- 0 - Broken! Best start rolling.
- 1 - Basic chair. Struggles with rough terrain.
- 2 - Off-road chair. If it had wheels, it would be a 4-Wheel Drive chair.
- 3 - Only the best is good enough for you. Diving from tall buildings, surviving a rubbish avalanche or running over Martians is possible.

Task Related Tables

Difficulty Levels:

Difficulty	Rating
Normal	1
Challenging	2
Very Difficult	3
Nearly Impossible	4

Probabilities:

Difficulty Rating	Dice Pool Size				
		1d6	2d6	3d6	4d6
	1	33%	56%	70%	80%
	2	0%	11%	26%	40%
	3	0%	0%	4%	11%
	4	0%	0%	0%	1%

Combat Difficulty Levels:

Difficulty	GM's Dice Pool
Easy	1
Average	2
Challenging	3
Very Difficult	4
Nearly Impossible	5

Sample Robots

Sample robot names and their Directive:

- BIRD-E. Golf-playing
- BRL-A. An umbrella.
- BUF-4. Part of the Clean-up crew.
- BURN-E. Wielder Robot.
- D-FIB. Medical Bay.
- GO-4. Security and miscellaneous tasks.
- HAN-S. Massage-bot.
- L-T. Desk Lamp-like.
- NAN-E. Nanny-bot.
- PR-T. Cosmetic Robot.
- REM-E. Garbage disposal.
- SPR-A. Clean-up crew.
- SR-V. Tennis-playing.
- SUPPLY-R. Storage Unit.
- Steward Bots. Police-bots.
- VAQ-M. Clean-up crew.
- VN-GO. Painting Robot.

Appendix 3 – Character Sheet

CHARACTER SHEET - THE GREAT GARBAGE WAR

HERO NAME: _____

PLAYER NAME: _____

ROBOT NAME: _____

SHIPS NAME: _____

STATS

You	
Your Robot	
Your Chair	

SPECIAL ABILITIES

1 - _____

2 - _____

3 - _____

FURTHER
NOTES:

DESCRIPTION

You: _____

Your Robot: _____

Your

Hoverchair: _____