

Name of game: 91 DSSB Staff Game

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Topic: A cooperative game for 3 players who represent different staff sections in the fictional US Army 91st DSSB (Divisional Sustainment Support Battalion). They work together to prepare and send off daily supply convoys to 3 divisional Brigade Combat Teams on the “front line”. Essentially a time management and planning game, with simple processes – features include an endless time track and roles and choices that put demands on the players as the situation continues to change and crises arise.

Game length: 1-2 hours (Game has no fixed end point but players can agree to stop after a certain number of “days” to assess how the brigades are faring compared to the beginning of the game.)

Players: 3 (solo possible but pointless)

Comments on design:

- Most civilian wargames have detailed procedures for movement and combat, with the logistics processes handwaved away. For a long time I have wanted to design a game that approached the inverse of this.
- The game has simple components – two pages of tracks and charts, some small player mats, 60 markers and a set of coloured cubes to represent supplies.
- Not meant to be a simulation so much as a vehicle for delivering some insights to staff and combat arms officers on the unending challenges of life in the Quartermaster Corps.
- The three players in the game represent different staff sections in the Battalion: S-2 in charge of intelligence and information, S-3 for operations, and the Support Operations section which is responsible for logistics arrangements and movement of supplies to the maneuver units at the front.
- As a cooperative game it is not intensely competitive or antagonistic but the players have to balance the capacities and efficiency of their own sections with working together to prevent the front line units from starving or running out of things during combat (which will in turn make their own jobs that much harder). There’s lots to do but never enough time or wherewithal to get it all done.

Layout of game:



8 7 6 5 4 3 2 1

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91
 91 VOLTS
 NO VARI-LET

1/3 Infantry **2/3 Infantry** **2/20 Cavalry**

Class	1	2	3	4
Count	1	2	3	4
Phase	1	2	3	4
State	1	2	3	4

Company
 If Ready to Class = 1 level, 1 level
 If 1 Ready to Class = 1 level, 1 level
 If 2 Ready to Class = 1 level, 1 level
 Operations Segment (during Night/Phase)
 Not 2/20 vs. Operations rating (sum of 3 classes indicated for Mission)
 If fail on then success: 1 Threat or Route state (standard)
 If fail on then failure: 1 class - 1 level, +1 Threat or Route state (standard)
 Stability Mission success/failure affects Route state only

2300	0200	0300	0200	0300	0400	0500	0600	0800
2200	2	2	3	4	5	6	7	8
2100	2	2	3	4	5	6	7	8
2000	1900	1800	1700	1600	1500	1400	1300	1200

WAREHOUSE

11	12	13	14	15	16	17	18	19	20
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50

CONVOY MARSHALING AREA

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30

FUNCTIONAL LOGISTICS UNITS