

PLASTIC BRIGADE

Miniature Wargame Rules For Cheap, Dollar-Store Toy Soldiers

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CREDITS

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Introduction

As a die-hard strategy gamer, one of my favorite pastimes is collecting miniature figurines. From wargaming to fantasy, from Heroclix to Crazy Bones, from Star Wars to Dungeons And Dragons minis...no matter if they're sold painted or unpainted, with a base or without, I love 'em all. However, being what one would call a "starving artist", I often find myself without money to spend on my beloved miniatures, which--depending on what kind you buy and what they're made of--can run you upwards of ten to twenty bucks just for a few!

So, as a result of this lack of money and love of minis, I often purchase the cheap, plastic toy soldiers to paint and play with. Granted, they aren't nearly as good-looking as the more expensive goods (with pieces of stray plastic often flaking off of them), they have a tendency to tip over (which often requires me to glue them on a bigger base so they don't fall over in the middle of a game), and they often come with broken parts that I have to glue back on (in an average bag of 45 of these cheap troops, I often find three or more of them missing legs, barrels of guns, etc.). But I love them all the same, and I have found that, with a little work, these little men can look just as good as any professionally-made miniatures.

This game is made for those of us who can't afford the expensive lead or pre-painted plastic models, or for those of us who, like me, just love these little guys, despite all their flaws.

Enjoy.

Basics

What You Need

To play this game, you will need:

*A boxful or so of cheap, plastic 50mm toy soldiers. You can usually find them in bags at stores like Deals or Dollar Tree for about \$1.00 per bag. Painting them is optional, but it will make them look a lot better...and hey, it's fun to do. Tedious, but fun. Also, I should mention that this particular rule set is intended for WWII era and later toy soldiers. I might make a Cowboys And Indians or some other set of rules sometime...but as of right now, I haven't. So for now, stick with the regular GIs.

*Two types of counters; one for Stress Counters, the other for Watch Counters. These will be explained later.

*Some 6-sided dice. Also easy to come by. (Throughout these rules, I will use the standard notation of XdY to refer to dice, where X means the number of dice to be rolled, and y represents what type of dice is to be used. For example, if I write "2d6", it means to roll 2 6-sided dice. Got it? Good! Let's move on.)

*A large playing table, floor or some other wide-open surface to do battle in. Preferably at least 6x8 feet.

*A ruler or tape measure.

*An opponent or two, unless you feel the need to play by yourself, or nobody wants to play. In that case, this can probably serve as a fun solo romp.

You can also use the following, if you feel the need to.

*Some terrain. Maybe some

books, maybe some cardboard in the shape of a lake or so, or maybe even some proper wargaming terrain. You know, something to make the table prettier and provide obstacles for our little friends.

*Some paints and brushes, for the sole purpose of making our little friends prettier in preparation for battle.

Setup

*Shake hands with your opponent and set up your armies on opposite sides of the field. Each figure you deploy must be within 5 inches from your edge of the playing field. For more info on creating your army, see the next section, Armies.

*If desired, set up the terrain now. Each terrain piece should be at least 6 inches away from the edges of the table, and at least 6 inches away from each other terrain piece.

*To determine who gets initiative (which will be explained later) on the first turn, roll 1d6; higher number goes first. In the event of ties, roll again.

Armies

Here's how to create your army.

Each figure costs 2 points, with extra points added based on what weapon they are carrying. Simply speaking, whatever kind of weapon the toy soldier looks like he has on him is what he's considered to be equipped with. The only exception is pistols; every figure, regardless of what they look like, is considered to have a pistol for game purposes. Each non-pistol weapon the figure has costs the following number of points extra:

ASSAULT RIFLE-1
SNIPER RIFLE--2
GRENADE--3
MACHINE GUN--3
BAZOOKA/RPG--4

So, for example, a figure with a machine gun costs 4 points. (2 for the figure plus 2 for the gun).

Before you start the game, it's a good idea to agree upon a set point limit (40 points is optimal). You can have as many minions as you wish; as long as you stay under the point limit, you're good to go.

The Game

Once you've gotten your forces assembled, it's time to do battle! Here's how the game works.

Object

The object of the game is to defeat all of your opponent's figures, and to be the last one with figures standing.

Initiative

First off, it's important that you understand the concept of initiative. A key concept in this game, having initiative basically means it's your turn. As long as you have initiative, you can keep moving your forces, firing, etc. You lose initiative, however, if any of the following things happen during your move:

*Two or more of your figures are hit with opposing fire while moving.

*You suffer 2 or more casualties due to return fire.

*You have done 8 actions without

losing initiative.

The First (And Subsequent) Turns

Once the game starts, the player with initiative is allowed to do 1 action at a time, until he or she loses initiative. An action is defined as any of the following:

*Moving one of their troops.

*Firing at an opposing player's troops, if in range.

*Removing 1 Stress Counter from a figure. For more info on that, see the Stress section.

*Setting one or more of their troops to Watch status. For more info on that, see below.

As soon as he loses initiative due to one of the causes listed in the Initiative section, the opposing player (or, if playing multiple opponents, the player to the right of the one who just lost initiative) gains the initiative, and gets to do battle.

Actions

This section covers what each particular action does.

Stress Counters

Any given figure can be given a maximum of 3 actions per initiative. Once the third action is given, roll a d6; if the result is a 1 or 2, put a Stress Counter on or near that figure. This indicates that that figure has been pushed to its limit; for every Stress Counter on a figure, the maximum die result is one lower, i.e. all 6s count as 5s with one counter, all 6s and 5s count as 4s with two, etc. To remove a Stress

Counter from a figure, you must wait until you have the initiative next, then use 1 action to "revive" that figure and remove 1 Stress Counter from it. You can only remove 1 stress counter per figure per initiative. As a side note, taking an action to revive a figure counts toward the 3 action limit for that turn.

Moving

Each figure can move 6 inches or less per action given to them, unless they are equipped with a Bazooka or RPG, in which case they can only move 4. You can't make a figure move and fire using the same action; you must use two actions; one to move in, one to shoot.

Firing

You can also use an action to fire upon an opposing figure. To do this, you must be in range. Pistols have a range of 4 inches, assault rifles have a range of 8, grenades 6, sniper rifles 14, machine guns 8 and bazookas and RPGs 10. (For a chart illustrating the range and damage potential of each weapon, see the end of this manual.) You can fire on as many targets as are in range, regardless of how many there are. The only exceptions to this rule are bazookas/RPGs and grenades; each figure can only fire (or throw) 1 of these per turn. However, grenades and RPGs hit any other figure within 3 inches of the target, whether friend or foe. So, as you can see, these two have advantages.

Besides range, each weapon has two other main characteristics: damage dice and hit range. Damage dice indicates how many dice you get to roll

in order to determine a hit; hit ranges, on the other hand, indicate what number you have to roll on each of those dice in order to hit and kill the opposing figure. For example, a sniper rifle has 1 hit die and a hit range of 3, 4, 5 and 6. This means that you roll 1 die for each figure in range, and that particular figure is killed and removed from play if you roll a 3, 4, 5 or 6 on that die. Likewise, a grenade has 4 hit dice, and has a hit range of 5 and 6, meaning that for each figure in the vicinity, you roll 4 dice, and you kill that figure on a 5 or 6.

However, if you miss and your opponent's figures are still standing, they can fire back. For each miss, your opponent may roll 1d6; if they roll a 6, the firing figure dies and is removed from play. Not fun.

Watch Status

This is what I like to call "ambushing". You can use an action to place any of your figures on Watch status. Place a Watch Counter near that figure to show that it is this stage of alertness. Once a figure has a Watch Counter placed on it, it cannot move for at least 2 turns. However, whenever an enemy figure comes within 6 inches of the figure, it can immediately open fire--regardless of who has the initiative--using 2 hit dice and a hit range of 4, 5 or 6. If the figure is hit, the moving player automatically loses the initiative, and the Watch Counter is removed, allowing the figure to move again. However, if the firing figure misses, the opponent can counter-attack as normal without using an action.

That's the rules! This is a beta version, so if you have any suggestions or questions, feel free to contact me at sketchreedartist@yahoo.com, and I'll consider your request or answer your question, whatever the case may be.

Kudos.
--SKETCH REED

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Miniature Wargame Rules For Cheap, Dollar-Store Toy Soldiers
WEAPONS CHART

	RANGE	DAMAGE DICE	HIT
PISTOL	4	1	4,5,6
GRENADE*	6	3	5,6
SNIPER RIFLE	14	1	3,4,5,6
MACHINE GUN	8	3	4,5,6
BAZOOKA/RPG*	10	4	5,6

*Grenades and Bazookas/RPGs also hit any figure within 3 inches of the target, whether they are friend or foe.