

# ARMY MEN

## WARGAME RULES FOR PLASTIC SOLDIERS

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### INTRODUCTION

ARMY MEN is a set of wargame rules for fighting battles using plastic soldiers and wooden blocks for terrain.

### SEQUENCE OF PLAY

ARMY MEN uses a card system. There are eight cards in the turn deck. Shuffle the cards together and draw them one at a time. Perform the actions described on the cards as they are drawn. Once all cards have been drawn, the turn is over. Re-shuffle the cards and begin a new turn.

The following cards are in the turn deck ;

Green Player Moves	Tan Player Moves
Green Player Fires	Tan Player Fires
Green Player Assaults	Tan Player Assaults
Green Player Rallies	Tan Player Rallies

### TERRAIN

Use wooden blocks. Any blocks standing upright on their sides are High Blocks. Blocks lying flat are Low Blocks.

### MOVEMENT

**Soldiers** can move 6" per turn.

Soldiers cannot move through high blocks. Soldiers can climb onto low blocks by spending 2" of movement.

Soldiers cannot move closer than 3" to an enemy soldier during the movement phase.

**Tanks** can move up to 12" straight forward or 6" and turn up to 90 degrees.

Tanks cannot move through any blocks.

### FIRING

A soldier can fire at any target that he can trace a line to, and is not behind a high block. Targets within 12" are at Short Range. Targets beyond 12" are at Long Range.

## Weapons

Type	Firepower	Notes
Pistol	1d6	
Rifle	2d6	
Hand Grenade	1d6	6" Range, 3d6 Burst
Sub-Machinegun	3d6	Short Range Only
Machine Gun	4d6	
Bazooka	1d6	6d6 Burst
Mortar	1d6	6d6 Burst

To fire, roll the weapons Firepower dice. 5 or 6 is a hit.

- 1 to each die if the target is at Long Range.
- 1 to each die if the target is behind a Low Block.
- 1 to each die if using Spraying Fire (see below).

The first hit scored on a soldier Pins him. Lay him on his side.

A Pinned soldier that is hit his killed.

### Spraying Fire

Sub-Machineguns and Machine Guns can split their Firepower dice between two or more targets, as long as the targets are within 3" of each other. Spraying fire causes a -1 modifier to the firing dice.

### Bazookas

Bazookas fire explosive shells. If a bazooka hits its target, roll 6d6 to determine how many hits are scored. All soldiers within 3" of the target must roll for damage.

Bazookas can damage terrain features. If a bazooka hits a High Block, and the 6d6 damage roll causes at least 3 hits, the High Block becomes a Low Block. Lay it flat. Low Blocks cannot be damaged.

### Hand Grenades

All soldiers except for machine gunners, bazooka men and mortar men carry Hand Grenades. A soldier can choose to throw a hand grenade instead of firing his weapon. Grenades have a range of 6", and can be thrown over high blocks. They hit on a 1d6 roll of 5 or 6. There are no modifiers.

If a grenade hits, roll 3d6 to determine how many hits are scored. All soldiers within 2" of the target roll for damage.

## **Mortars**

Mortars fire explosive shells. Mortars can fire over High Blocks. If a mortar hits its target, roll 6d6 to determine how many hits are scored. All soldiers within 3" of the target must roll for damage.

Mortars can damage terrain features. If a mortar hits a High Block, and the 6d6 damage roll causes at least 3 hits, the High Block becomes a Low Block. Lay it flat. Low Blocks cannot be damaged.

## **ASSAULT COMBAT**

If a soldier is within 6" of an enemy soldier during the Assault Phase, he can perform an Assault.

Move the soldier into contact with the enemy. Both players roll 1d6, the high roller wins. The low roller is killed. If the defending soldier is Pinned, he has a -2 modifier to his roll. If the roll is equal, there is no effect.

## **RALLYING**

During this phase soldiers that are Pinned can try to Rally. Roll 1d6 per soldier. On a roll of 5 or 6, he rallies. Stand him back up.

Add 1 to the Rally roll if a Leader is within 6" and the Leader is unpinned.

Pinned soldiers cannot fire or move.

## **TANKS**

Tanks are armed with two Machine Guns (one facing forward, and one on the turret that can fire in any direction) and a Main Gun that can fire in any direction. The Main Gun works just like a Bazooka, except that it does not have a -1 modifier when firing at Long Range.

Tanks can only be hit by Bazookas, Mortars and other tank Main Guns. No other weapons can damage a tank.

If a tank is hit by a Bazooka, Mortar or Main Gun, and the damage scored is at least 3 hits, the tank is destroyed.

Tanks block line of sight as if they were High Blocks (even after being destroyed).