
Plastic Fudge

Quik Play Rules

3/25/2003

the_postman@sbcglobal.net

Generic Skirmish Level Wargame Rules for P.I.G.s
(Plastic Infantry Guys) using the FUDGE game engine.

[This is free and not copyrighted in any way. None of this is my original idea, simply mix and matching several different systems in the hopes that someone will enjoy it as much as I do.]

In an effort to utilize my collection of Plastic Army Men, I sat down and wrote some very complicated rules using the FUDGE game engine.

This is a boiled down version for ease of play.

{True, this is overly simplified and a little heavy handed, but it is playable}

Any mistakes are mine alone and not the fault of the FUDGE game or any of the other systems I have shamelessly stolen from.

For wargaming done right and where these rules are plagiarized from visit....

www.angelfire.com/games2/warpspawn/
www.microtactix.com
www.brikwars.com
www.thortrains.net/armymen/sandygme.htm
and of course...
www.fudgerpg.com

[Insert Standard FUDGE disclaimer here]

And now on to my mess...

Equipment

Range Finding Device

I bought a 3' dowel rod in the hobby shop for 52 cents and marked it with a Sharpie every 3" (different colors at 6" and 12") and use this as a distance determiner. Its also handy for smacking your opponents forces across the table (or your opponent if he is showing any Anorak like behavior...)

You can also use a Tape Measure or string...

Explosion Disks and Flamethrower Templates

For Grenade Explosions I took the cover for a multipack of blank CD's and use that to determine the area covered (about 3.5 inches).

For the Tank Explosions I took a () sized plastic paint pail and cut the bottom off and used the rim for the area covered (about 7").

For the Flamethrower, I use a clear disk that is a dust cover for blank CD's and measured out a 45 degree arc in red marker and center that on my FT Trooper. The 3" disk is the perfect radius.

Plastic Army Men

Gotta have some of these laying around somewhere...

Dice

FUDGE dice are referred to in this document. Six sided dice may substituted.

Index Cards

Trooper stats can be written on these for handy reference.

Scenarios

Pregenerated scenarios determine placement of terrain and a balanced troop strength.

It also decides what are acceptable victory conditions and what terrain to use.

Unit Stats

Each Unit has five attributes that define the individual.

1. Movement Level

How far a Unit may travel in one turn.

2. Range Level

How far away a Unit can be and still attack.

3. Attack Level

Added to the roll and compared to the Defense of the Target.

4. Defense Level

Added to the roll and compared to a Attack Roll.

5. Training Level

Used by Commander Units for Initiative and Troopers for Morale Checks. Vehicles use it to handle Terrain Modifiers.

Each attribute is described using the FUDGE adjectives.

[Table]

Level	Rating	Cost	Move	Range
Superb	+3	50	36"	R6
Great	+2	35	24"	R5
Good	+1	20	12"	R4
Fair	0	10	9"	R3
Mediocre	-1	8	6"	R2
Poor	-2	5	3"	R1
Terrible	-3	2	1"	R0

[Table]

Move and Range based on a table play area and may be adjusted as desired.

The Rx under Range stand for R(ange) and where x equals one range band multiple on the Guestimator rod.

Each attribute defaults to Mediocre for a Standard Trooper. Any attribute may be moved up or down as long as the agreed upon Point Total remains the same for game balance.

One Trooper on each side must be designated as the Commander and must pay an additional 50 points for him.

Turn Sequence

Each Round has four phases

1. Initiative Phase

Determine turn order by rolling high on the Commanders Training Level. Re roll ties.

The Player with the high roll chooses whether he wants to be

Player A or Player B.

The Player with the low roll is left with the choice not taken.

A Player gets -2 to his roll if his Commander Unit is destroyed.

2. Player A Movement Phase

3. Player B Movement Phase

Each Unit may move a certain distance based on his Movement Level. A Unit move in the direction he is pointing and may change direction in a 45 degree arc at the cost of 1" of movement per facing change.

Terrain affects how a Unit may move.

[Table]

Basic Terrain and Modifiers

Terrain Type	Move	Defense	Notes
Open	-0%	-	Grass lands, plains
Forest	-50%	+1	Woods, Defense +1 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	-50%	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	-50%	-1	-
Marsh	-50%	-1	-
Desert	-50%	-	-
Low Wall	-50%	+1	-
Fortress	-75%	+2	Walls, Defense +2 vs Ranged Attacks

Elevation Rule- Determine the height difference in Range Increments

A higher elevation costs 1 additional inch to enter and gets +1

Defense if being attacked from below and gets +1 to attack units below.

[End Table]

Attacks against another Unit may be made at anytime, but for ease of play it is suggested that attacks wait until all Units have moved.

Units may only make one attack per turn and are resolved simultaneously.

To determine if combat was successful, the attacking player rolls four FUDGE dice and adds (or subtracts) that roll onto his Attack Level.

The defending player rolls on his Units Defense Level and compares the result to the Damage Chart.

On a KIL result, the Unit is laid on its side or face up and waits its turn in line at the Pearly Gates.

Each INJ result removes one level of DL and when it has been whittled away to an Abysmal (-4) result, it is removed from play.

[Table]

Damage Chart

OFFENSE

	-4	-3	-2	-1	0	+1	+2	+3	+4
-4	NE	NE	INJ	INJ	KIL	KIL	KIL	KIL	KIL
D -3	--	NE	NE	INJ	INJ	KIL	KIL	KIL	KIL
E -2	--	--	NE	NE	INJ	INJ	KIL	KIL	KIL
F -1	--	--	--	NE	NE	INJ	INJ	KIL	KIL
E 0	--	--	--	--	NE	NE	INJ	INJ	KIL
N +1	--	--	--	--	--	NE	NE	INJ	INJ
S +2	--	--	--	--	--	--	NE	NE	INJ
E +3	--	--	--	--	--	--	--	NE	NE
+4	--	--	--	--	--	--	--	--	NE

{--} No Damage

{NE} No Effect (Scratch)

{INJ} Injury (Hurt -1 to Defense Level)

{KIL} Killing Shot (Unit Destroyed)

[End Table]

4. Morale Phase

At the end of each phase, any surviving Troopers must make a

Morale Check vs their Training Level with the following modifiers.

Commander Unit within 6" +1
50% of Enemy Units Destroyed +1
75% of Enemy Units Destroyed +2
50% of Enemy Units Routed +1

Commander Unit Destroyed -1
50% of Friendly Units Destroyed -1
75% of Friendly Units Destroyed -2
50% of Friendly Units Routed -1

If a Unit fails its Morale Check, then it makes a 180 degree turn and moves at its full Movement Level. It may make a Morale Check every turn until it reaches the edge of the Play Zone, at which time it is removed from play.

If any routed Unit moves within 2" of another Trooper, that Trooper must make a Morale Check at that time. If he fails, he turns 180 degrees and moves at full Movement Level away.

Vehicle Rules

All Vehicles have the same Attributes as Troopers, but at 2x the normal cost for them +100 extra points.

Movement is how far the Unit may travel in one turn, Range is how far away it may attack, Attack is the weapon mounted (if more than one, list each separately) and Defense is the protection offered to the occupants.

Training is how well the Vehicle responds to the Terrain. For each level of Training above Fair, it may ignore 25% of the move penalty. But for every level below Fair, it has an receives an additional 25% modifier.

Explosion Rules

Some Troopers carry Grenades and may use them indiscriminately.

The trooper may throw it as far as half his RL and at the target area

place the Grenade Disk.

All Troopers, Vehicles and Bases in the target area must make a Defense Roll. Any that are half in and half out move one level down on the damage chart. All those outside of the area are not affected.

On a Abysmal (-4) roll with a Grenade, the Trooper has dropped it and he becomes the center of the explosion.

Bazookas are designed to target heavily armored Vehicles and do not use the explosion disk. If a Bazooka is targeted at a Base, it removes a Grenade Disk size hole.

Tanks and Howitzers use the Large Explosion Disk when they attack.

Land mines are set up by one side or the other and are placed with markers to indicate where they are. The side laying them does not have to actually use real mines and may lay false markers, but he still has to pay full Cost for each marker set.

The Sample PIG list is another file.

Well there you have it. In a nutshell.

Hope you like it...

jp

Sample Troopers and Vehicles

[Each bag contains no set types. This is only an example of my collection]

Green Army vs. The Dreaded Tan Nation

Each side has a maximum of 25 Units and (500) points.

Victory is warranted with a troop loss of 75%.

Terrain

Green Army Camp with road cutting thru the center of a forest.
Tan Nation approaching from one side in an effort to capture the
Flag.

Place terrain as desired. One player places one piece, the next
player places one, etc. until all terrain is placed or all are
satisfied.

Trooper Types

Commander

Each side begins with one Unit designated Commander. He is
assigned a Radioman who communicates his instruction to the
field troops.

If either the Command Radioman or the Trooper Radioman is
destroyed, then the Commander Unit is out of touch and Initiative
is based off the highest Troopers Training Level and all Morale
Checks are made with the appropriate modifiers.

Commander Trooper

(Use the PIG with Pistol and Binoculars)

ML Good 12" (Jeep) (20)
RL Mediocre (Pistol R2) (8)
AL Good +1 (20)
DL Good +1 (20)
TL Superb +3 (50)

Trooper Cost : $118 + 50 = 168$

Radioman

(Use the PIG Kneeling with Radio Pack)

ML Good 12" (Jeep) (20)
RL Superb (Radio R6) (50)
AL Mediocre -1 (Pistol R2) (8)
DL Fair 0 (10)
TL Good +1 (20)

Trooper Cost : 108

Jeep

(Use a open top plastic jeep. Place both figures inside.)

ML Good 12" (Jeep) (20x2(40))

RL Terrible (Jeep/No Weapons) (2x2(4))

AL Terrible (Jeep/No Weapons) (2x2(4))

DL Mediocre (Open Top)(8x2(16))

TL Fair (Jeep/Handles Terrain) (10x2(20))

Vehicle Cost : 84 + 100 = 184

Infantry

The Backbone of your Army. There are several different types available.

Basic Trooper

(Use any PIG that does not have a special weapon)

ML Mediocre -1 (8)

RL Mediocre -1 (8)

AL Mediocre -1 (8)

DL Mediocre -1 (8)

TL Mediocre -1 (8)

Trooper Cost : 40

(If the Prone Trooper is used his DL is increased by 2 levels and if the kneeling trooper is used increase it by 1 level)

Grenade and Rifle Trooper

(Use the PIG that has a Grenade in one hand and Rifle in the other)

ML Mediocre -1 (8)

RL Fair 0 (10) Grenade

RL Good +1 (20) Rifle
AL Great +2 (35) Grenade
AL Good +1 (20) Rifle
DL Mediocre -1 (8)
TL Fair 0 (10)

Trooper Cost : 131

(Both weapons are listed and paid for. The trooper may still only make one attack per turn.)

Sniper Trooper

(Use the PIG that is prone or kneeling)

ML Poor -2 (5)
RL Great +2 (35)
AL Great +2 (35)
DL Good +1 (20) (Prone) Fair 0 (10) (Kneeling)
TL Good +1 (20)

Trooper Cost : 115 (105)

(If the Prone Trooper is used his DL is increased by 2 levels and if the kneeling trooper is used increase it by 1 level)

Crawling Trooper

(Use the PIG that is crawling along)

ML Poor -2 (5)
RL Fair 0 (10)
AL Fair 0 (10)
DL Good +1 (20)
TL Fair 0 (10)

Trooper Cost : 55

(This trooper has the 2 extra levels already added in to his DL)

Minesweeper Trooper

(Use the PIG that has the Minesweeper)

ML Poor -2 (5)
RL Poor -2 (5)
AL Good +1 (20) Minesweeper
DL Mediocre -1 (8)
TL Great +2 (35)

Trooper Cost : 73

(This trooper rolls on his AL vs. the mines DL to detect them. On a KIL roll, the unit is deactivated. On a INJ roll, the unit is found but active. With NE or -, no mine was detected. On an Abysmal (-4) roll, the mine was activated by the Sweeper. If found other Units may move at full ML through the area.)

Here are the special Troopers everyone has been waiting for....

Mortar Trooper

50 Cal Trooper

Bazooka Trooper

Flamethrower Trooper

BFG Trooper (You know the one...)

Each of these troopers cost an additional 25 points each. They also have special rules for each one of their little ... toys.

Mortar Trooper

ML Poor -2 (5)
RL Great +2 (35)
AL Good +1 (20)
DL Fair 0 (10)
TL Fair 0 (10)

Trooper Cost : 80

This trooper cannot act unless he has a spotter (a PIG with

Binoculars, like the Commander or a specific Spotter PIG) to target for him. If attacked in Hand to Hand his AL drops two (2) levels and his RL drops three (3)!

50 Cal Trooper

ML Terrible -3 (2)
RL Good +1 (20)
AL Great +2 (35)
DL Fair 0 (10)
TL Mediocre -1 (8)

Trooper Cost : 75

This Trooper cannot move unless attacked in HTH in which case he acts as the Mortar Trooper.

Bazooka Trooper

ML Good +1 (20)
RL Great +2 (35)
AL Great +2 (35)
DL Fair 0 (10)
TL Fair 0 (10)

Trooper Cost : 110

Most likely the most powerful trooper, this monster is designed to take out those pesky tanks and bunkers. If attacked in HTH, he is treated like the Mortar Trooper.

Flamethrower Trooper

ML Good +1 (20)
RL Fair 0 (10)
AL Great +2 (35)
DL Fair 0 (10)
TL Fair 0 (10)

Trooper Cost : 85

If your playing with plastic, this is the one to use. Holy Cow,

who wouldnt run from a guy with a flamethrower...

If attacked and a Legendary (+4 or more) is rolled, then this trooper explodes in a disturbingly large conflagration that is similar to a tank shell, destroying everything (friend and foe) in its radius.

As above, if attacked HTH, it responds as a Mortar Trooper.

BFG Trooper

ML Good +1 (20)
RL Great +2 (35)
AL Great +2 (35)
DL Great +2 (35)
TL Great +2 (35)

Trooper Cost : 160

(This is another to watch out for. Its also a bit unbalanced. In play test my son used four of these and wiped out my whole regiment. I've nicknamed them the Swartzennager Trooper.)

When attacked in HTH, these animals pull out a Large Knife and Gain two (2) Levels.

Eeegggaaahhh!!!!

Vehicles

(I am no authority on Tanks, but mine move slow and pack a punch!)

Tank

ML Fair 0 (10x2=20)
RL Good +1 (20x2=40)
AL Great +2 (35x2=70)
DL Superb +3 (50x2=100)
TL Great +2 (35x2=70)

Vehicle Cost : 300 + 100 = 400

(All vehicles are at Attribute Cost x2 and the end Vehicle Cost add

100!)

Helicopter

ML Great +2 (35x2=70)

RL Great +2 (35x2=70)

AL Great +2 (35x2=70)

DL Fair 0 (10x2=20)

TL Good +1 (20x2=40)

Vehicle Cost : 270 + 100 = 370

Always have a Chopper if possible. They can hover over a target and direct fire on an enemy for as long as they remain. While they dont have much in the way of armor, they can also act as a troop replacement or extractor.

Jet Fighter

ML Superb +3 (50x2=100)

RL Superb +3 (50x2=100)

AL Great +2 (35x2=70)

DL Great +2 (35x2=70)

TL Great +2 (35x2=70)

Vehicle Cost : 410 + 100 = 510

This can only be utilized if you still have a radio operator available. It comes in 3 turns after it is called and acts on the end of the turn after morale is figured. Combat between two enemy aircraft is beyond the scope of this document, but it may be simplified and done like regular combat.

Towed Howitzer

ML Terrible -3 (2x2=4)

RL Superb +3 (50x2=100)

AL Great +2 (35x2=70)

DL Poor -2 (5x2=10)

TL Terrible -3 (2x2=4)

Vehicle Cost :188 + 100 = 288

This vehicle may only be moved only if you have a working jeep.

There you go. Go, play and have fun....

cya

jp