

The Plastic Army Guys

Officer - Wild Card		Pace	6"	Parry		6	Toughness		9	Cost	7
Agility	d6	Smarts	d6	Spirit		d8	Strength		d6	Vigor	d6
Fighting	d6	Guts	d8	Notice		d6	Shooting		d10	Throwing	d6
Weapon			Range		Damage		RoF	Notes			
Pistol			5/10/50		2d6		1	None			
Grenades			5/10/20		3d8		1	Use Small Template			
Knife			—		d6+2						
Kevlar Armor +4 (already added to Toughness)					Binoculars (adds +2 to Notice at distances greater than 18")						
Any soldier within 8" of Officer automatically pass Guts check.											

Infantry Guy	Pace	6"	Parry	5	Toughness	9	Cost	1	
Agility	d6	Smarts	d6	Spirit	d6	Strength	d6	Vigor	d6
Fighting	d6	Guts	d6	Notice	d6	Shooting	d8	Throwing	d8
Weapon	Range			Damage	RoF	Notes			
Pistol			5/10/50	2d6	1	None			
Grenades			5/10/20	3d8	1	Use Small Template			
Assault Rifle			10/20/100	2d8	3	Can be placed on Autofire.			
Knife			–	d6+2					
Kevlar Armor +4 (already added to Toughness)									
Rock and Roll: +1 to Autofire Target Numbers.									

Radio Guy		Pace	6"	Parry	4	Toughness	5	Cost	5
Agility	d6	Smarts	d6	Spirit	d6	Strength	d4	Vigor	d6
Fighting	d4	Guts	d4	Notice	d8	Shooting	d6	Throwing	d4
Weapon		Range		Damage		RoF	Notes		
Pistol				5/10/50		2d6		1	None
Grenades				5/10/20		3d8		1	Use Small Template
Knife				—		d4+2			
Radio Equipment (extends Officer's Leadership to 12")						Reduces Scatter range by half.			

Engineering Guy		Pace	6"	Parry	4	Toughness	5	Cost	3
Agility	d6	Smarts	d6	Spirit	d4	Strength	d6	Vigor	d6
Fighting	d4	Guts	d6	Notice	d8	Shooting	d6	Throwing	d6
Weapon			Range		Damage	RoF	Notes		
Pistol			5/10/50		2d6	1	None		
Grenades			5/10/20		3d8	1	Use Small Template		
Knife			—		d6+2				
Build Walls/Fortifications (1-4" section per turn)					Destroy Walls/Fortifications (roll 3d8, compare to wall's TN)				

Bazooka Guy		Pace	4"	Parry	6	Toughness	9	Cost	4
Agility	d6	Smarts	d6	Spirit	d6	Strength	d8	Vigor	d6
Fighting	d6	Guts	d6	Notice	d8	Shooting	d8	Throwing	d4
Weapon			Range	Damage	RoF	Notes			
Pistol			5/10/50	2d6	1	None			
Grenades			5/10/20	3d8	1	Use Small Template			
Bazooka			10/40/150	3d10	1/2	Use Small Template			
Knife			—	d8+2					
Kevlar Armor +4 (already added to Toughness)									

Flamer Guy		Pace	6"	Parry	4	Toughness	5	Cost	4
Agility	d6	Smarts	d6	Spirit	d6	Strength	d6	Vigor	d6
Fighting	d4	Guts	d6	Notice	d6	Shooting	d6	Throwing	d4
Weapon			Range	Damage	RoF	Notes			
Pistol			5/10/50	2d6	1	None			
Grenades			5/10/20	3d8	1	Use Small Template			
Flamer Thrower			Template	d8	#	Roll a d6, roll that many d8s for damage			
Knife			—	d6+2					

Machine Gun Guy		Pace	4"	Parry	4	Toughness	9	Cost	4
Agility	d6	Smarts	d4	Spirit	d4	Strength	d8	Vigor	d6
Fighting	d4	Guts	d6	Notice	d6	Shooting	d8	Throwing	d6
Weapon			Range	Damage	RoF	Notes			
Pistol			5/10/50	2d6	1	None			
Grenades			5/10/20	3d8	1	Use Small Template			
Heavy Machine Gun			12/24/240	2d8	4	Uses Autofire			
Knife			—	d8+2					
Kevlar Armor +4 (already added to Toughness)									
Rock and Roll: +1 to Autofire Target Numbers									

Mortar Guy		Pace	4"	Parry	4	Toughness	5	Cost	3
Agility	d6	Smarts	d4	Spirit	d4	Strength	d6	Vigor	d6
Fighting	d4	Guts	d6	Notice	d6	Shooting	d6	Throwing	d4
Weapon			Range	Damage	RoF	Notes			
Pistol			5/10/50	2d6	1	None			
Grenades			5/10/20	3d8	1	Use Small Template			
Knife			—	d6+2					
Mortar Gun			10/30/60	3d8	1/2	Use Small Template. Indirect Fire			

Vehicles

<i>Tank</i>		Pace	6"	Passengers	5	Toughness	18	Cost	10
Agility	d4	Smarts	--	Spirit	--	Strength	d10	Vigor	d12
Fighting	--	Guts	--	Notice	d4	Shooting	d8	Throwing	--
Weapon			Range		Damage	RoF	Notes		
Cannon Gun			10/40/150		4d10	1/2	Uses Large Template, Indirect Fire		
Machine Gun			12/24/240		2d8	3	Uses Autofire		

Tank can turn 45° per movement. Cannon turret can fire in the front, right and left arcs.. The Machine Guns are front firing arc.

Jeep		Pace	9"	Passengers	5	Toughness	9	Cost	8
Agility	d8	Smarts	--	Spirit	--	Strength	d8	Vigor	d10
Fighting	--	Guts	--	Notice	d4	Shooting	d8	Throwing	--
Weapon		Range		Damage	RoF	Notes			
Machine Gun			12/24/240	2d8	3	Uses Autofire			

Jeep can turn 90° per movement. Machine Gun can fire in the front, right and left arcs.

Howitzer		Pace	4"	Crew	2	Toughness	6	Cost	6
Agility	d8	Smarts	--	Spirit	--	Strength	--	Vigor	d8
Fighting	--	Guts	--	Notice	d4	Shooting	d8	Throwing	--
Weapon		Range		Damage	RoF	Notes			
Mortar Gun		10/50/100		3d8	1/2	Use Large Template, Indirect Fire			

Can be attached to Jeep. Howitzer can be turn 45° a turn. Requires a crew of two to operate. Can only double pace.

Autofire: This figure can make as many Ranged Attacks per round as his Rate of Fire allows. You can split these among all possible targets if desired, but attacks must be made at once. You do suffer a +2 penalty to your Shooting Score.

Indirect Firing: Without measuring pick a point of impact. Measure, and roll your Shooting. Roll a d10 to determine direction of Scatter (1-8 is scatter, 9-10 is Hit). Roll 2d8 for distance Scattered. Each success on the Shooting roll, reduces Scatter by 2".

Vehicles can travel at their pace with no penalty. If they double their pace, they are at +2 to all TN. If they triple their pace, they are at +4 TN. Weapons cannot be fired when moving faster than normal Pace.