
L.G.A.M. Little Green Army Men

Rules of engagement



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Figures:

Forward

This rule set was heavily influenced by:

- Corey Butler's "Fighting Plastic" - who's rule set is preserved here:
<http://www.thortrains.net/armymen/newpic04/fpgame1.html>
- Pete Kautz's "1BC (One Brain-Cell) Toy Soldier Rules" - found here:
<http://www.alliancemartialarts.com/1BCToySoldiers.pdf>
- Brett Drake's "WWII Plastic Skirmish" - found here:
<http://www.juniorgeneral.org/w2plastic/plastic.html>
- HG Wells' wonderful book "Little Wars" - many free copies are out on the internet one is here
<https://ia700302.us.archive.org/9/items/littlewarsgamefo00well/littlewarsgamefo00well.pdf>

All of these rule sets are very good - and I encourage the plastic army man gamer to try them out. They are simple yet thought out well. As a bonus - they are free. Finally - I owe a deep debt of gratitude to Steve Morschauser - who was my roommate in a cheap apartment on the north side of Madison back in the late 1980's and early 1990's. I'm not precisely sure how we stumbled upon the idea, but we worked out a very simple rule set for green plastic army men using coin tosses and sometimes die rolls to resolve combat.

The best part of the game was the surprise element - one of us would come home and set up our army - and then the other had a limited amount of time to set out his army and defend or suffer the humiliation of conceding the match when he came home. Another great game element was the amicable means to resolve confusing or difficult game situations. We'd discuss the matter and determine what was the most reasonable thing to do. This is indeed the heart of all of these games and all good play:

Ad hoc rules, fairness and negotiation.

When in doubt - these are the guiding principals for the game.

As adults, in the primordial version of this game, we ended up writing the rules down - on not much more than a single sheet of paper - but that precious first draft is long gone. It was a fun time - a wildly creative and crazy time.

Thanks Typo. Thanks for everything.

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Game Components

For two or more players and two or more armies.

A referee can also be used - but not required.

- Ruler or tape measure
 - I found that having both are handy
 - A yard stick can double as a tool to check the line of sight for weapons
- Dice
 - Several six sided dice
 - Other polyhedral dice may be useful depending on how you interpret and vary the rules to suit your needs in play
- Paper and pencil
 - Used for tracking status of troops, making notes, on-the-fly markers
- Tokens
 - Not as critical - but make game play simpler and helps avoid confusion
 - Small disks or tiles that indicate:
 - ✧ Weapon jam
 - Beads can also be used to indicate jams - hang on the weapon
 - ✧ Out of ammunition
 - If you have them - actual empty .22 cal casings work great
 - ✧ Wounding
 - ✧ Overwatch Status (Providing cover fire)
 - ✧ Fire/flames
 - Books / boxes of matches
 - Smoke can be indicated by cotton balls
 - ✧ Mines
 - These can be as simple as coins
 - ✧ Claymore mines
 - Small cubes with an arrow or color face showing direction of blast
- Timer
 - A watch, stopwatch, special timer app on a smart phone - I use programmable speech timer apps on my smart phone, to provide warnings when your time runs down.
- Plastic army men.
 - The cheap, non-diorama quality, sometimes poorly molded kind.
 - This is the only critical and near mandatory component
 - You can find free army-man pictures to print out and you can make tokens or chits instead of a true plastic army man.
 - The most common type is best, as of this writing; the most common type is around two inches tall however the size can vary.
 - Look for a type that offers more than one color (two different shades of green, tan, grey, blue, etc.)

- Ideally they will be abundant and will have a lot of variety in each bag.
- An army of 30 or so per side seems to be the best minimum, however that can vary depending on the scenario
- Having a unique color for each army (or perhaps a range of colors) is very useful - however in my early version of this game - we marked one group of soldiers with a black magic marker- coloring their helmets. Otherwise each side was green. It was a bit tedious but not overly so. Faster methods could use spray paint.
- One paper or plastic cup per vehicle (see rules below for more explanation)

Optional Components

- A long straight rod or yardstick (to determine line of sight)
- A laser pointer (to determine line of sight)
- Periscope (to determine line of sight, especially in tough to reach areas of the game space)
- Other elements may come with the plastic army men, these are all welcome additions:
 - Plastic armor vehicles
 - ✧ Most common are tanks - which are very likely NOT to scale. Don't worry - that's fine.
 - ✧ Other types common types are half-tracks and armored personnel carriers
 - Plastic land vehicles
 - ✧ Trucks, jeeps, cars
 - Plastic boats
 - ✧ Troop transports, rafts and the like
 - Plastic artillery pieces
 - ✧ Howitzers, heavy machine guns, missile racks
 - Plastic helicopters, jets, missiles
 - Plastic flags, sandbags, barbed wire, etc.

Ad Hoc / on the fly Game Elements

This is where the creative spirit off the game shines; employing the sorts of things that you used (or would have used) when you were a kid. Some examples:

- Stacks of books (Landscape elements, buildings)
- Bottles, cans (Landscape elements, barriers)
- Drink and jar lids (for entrenchments and foxholes)
- Paper clip chains (for barbed wire)
- Markers, pens, pencils, crayons (for tank barriers)
 - Golf pencils are an especially handy size
- Wooden blocks (to build structures)
- Rulers and paint stir sticks (for bridges, trenches and walls)
- Cotton balls (to indicate fire/smoke)
- Popsicle sticks (for bridges, walls, etc.)
- Paper cups (with gun slots cut in them - for pillboxes)

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- Egg cartons (cut in half - use the lid for a hill or structure, use the egg holder for terrain or foxholes/fortress)
- Small cardboard boxes (for large structures and landscape elements)
- Blankets, scarves, placemats (hills, rough terrain, rivers, lakes, swamps)
- House plants (forest elements)

Let your imagination run wild

If you play the game outside - so many possibilities open up - sandboxes, beaches, natural terrain, rocks, etc. all fit in perfectly.

Game Set Up

Terrain

- All players set up terrain and must mutually agree upon the layout and scope of the playing area.
- Alternatively - if a referee is used - the referee sets up the terrain/play area.
- Out of bounds areas cannot be traversed by soldiers or vehicles. If they enter these areas - the soldier/vehicle is removed from play.
- There is one exception to this rule: Airplanes (see special movement rules below)

Game Scenarios / Victory Conditions

Something that you can work out before the game - some basic ideas are:

- Capture or touch the flag
- Destroy all enemies
- Protect or escort a vehicle from one designated point to another
- Escape to a designated area
- Recover soldiers, prisoners, special weapon or vehicle
- Destroy a special weapon, vehicle or building
- Eliminate or capture a specific soldier (leader)
- Over-run a base with a pre-determined number of soldiers

Scenario: Attack / Defend

If scenario calls for one side in a prepared or fortified position and the other side will attack:

- Determine Attacker vs. Defender by random.
 - Use **1d6**:
 - **1-3** Attack
 - **4-6** Defend
- Defender sets up first
- Defender gets to decide where they will set up on the playing field
- The Attacker must not view the Defender set up during this time.
- Use a screen or have the attacker go somewhere else for the set up time
- **Defender has**

- *5 minutes per 30 troops*
- *5 minutes per heavy artillery piece*
- *5 minutes per armored vehicle*
- Set timer and then warn the defender at 2 minutes, one minute and thirty seconds before time is up
- Defender can have any entrench, build structures, etc. but cannot move terrain elements as set up before the game
- Attacker sets up immediately after the Defender's time allotment ends.
- **Attacker has**
 - *5 minutes per 30 troops*
 - *5 minutes per vehicle*
 - During this time, Defender cannot continue to set up, but can observe Attacker set up
 - Attacker can decide from what side all of their troops enter the playing area

Any soldiers / vehicles not in place at the end of the allotted time will not be part of the game

Scenario: Attack/Attack

If scenario calls for both sides to clash on a battlefield (no entrenched or fortified defender):

- Randomly determine the side of the field each player will enter.
- Each player gets a pre-determined area to "pre set" their forces. They cannot go outside of this area before game play.
- **Both Attacker and Defender have**
 - *5 minutes per total number of troops in the battle*

Any soldiers / vehicles not in place at the end of the allotted time will not be part of the game

Game Conventions

- Unless otherwise noted - assume that two (2) six sided dice (2d6) are used in the roll
- Unless otherwise noted - the lower the number, the better
- A natural two (2) always mean a hit
- A natural twelve (12) always means a miss - in some cases something bad will happen in addition to that miss
 - ✧ For infantry
 - A twelve (12) means an automatic/semiautomatic weapon jam (no fire, indicate status with a token)
 - Roll seven (7) or less to clear the jam next round
 - ✧ For vehicles with weapons, heavy weapons, flame throwers
 - Out of ammo on twelve (12)
 - If playing advanced rules - ammo can be scavenged in subsequent movement phases
- Stationary weapons (including some weapons in weapon teams) cannot fire on same turn that they move.
- At least one half (½) of the target must be in a blast zone to be considered "hit"

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- AFVs can fire all of their weapons in firing round

Game Play

Each turn consists four phases:

- Phase 1 - Clear
- Phase 2 - Count
- Phase 3 - Move
- Phase 4 - Weapon Fire
 - ◇ Sub phase 4a - Automatics
 - ◇ Sub phase 4b- Small Arms
 - ◇ Sub phase 4c - Heavy Weapons

[1] Clear Phase

- Remove dead/down soldiers from field. Clear any soldier off the field that was shot (or even accidentally knocked over). They are no longer in play.

[2] Count Phase

- Count soldiers on each side
- Count and standing soldier on the field - this determines the time allotment for movement
 - ◇ Pro Tip: Subtract the number of dead/down/removed soldiers from the original count, rather than recounting every soldier on the field.
- Each side gets 2 minutes per 30 troops during the next phase (Movement).

[3] Movement Phase

- (sequential - initiative determined every turn)
- Initiative is determined by a 1d6 roll
- 1-3 moves first
- 4-6 moves second
- Timer begins and movement for that side begins
- Warning is given at 2 minutes, 1 minute and 30 seconds
- All movement stops at end of time allotment
- Any soldiers knocked over / laying down after movement phase will remain down and cannot fight
- See also - Movement Rules and Special Movement Rules below

[4] Firing Phase

In game convention, player with initiative fires all weapons first, however the player who fires second can shoot with dead/down troops or damaged/destroyed artillery, tanks, vehicle mounted weapons (except those that are knocked over before firing phase of play)

The attack is “simultaneous” in game effect, but in game play, turns are taken. This means that if one side has a soldier eliminated by the other sides attack that phase - that soldier may still fire his weapon that phase before he is removed from play on the next turn. Because of this - typical convention is to set the soldier down on the play surface, with the same approximate orientation so line of sight and range decisions can be made.

- [4a] **Automatic Weapon's fire** (Simultaneous)
 - Assault Rifles
 - Submachine Guns
- [4b] **(Other) Small Arms Fire** (Simultaneous)
 - Rifles
 - Shotguns
 - Sniper Rifles
 - Pistols
 - Knives
 - Machetes
 - Grenades
- [4c] **Heavy Weapons / Special Weapons fire** (Simultaneous)
 - Tank guns
 - Light Machine Guns (LMG)
 - Heavy Machine Guns (HMG)
 - Anti-Aircraft Guns (AAG)
 - Bazookas
 - Light Anti-Armor Weapons (LAW)
 - Light and Heavy Mortars
 - Rocket Launchers
 - Rifle grenades
 - Flame Throwers
 - Anything else

Movement

Standard Movement

- (up to) 2 feet per turn for **vehicles**
- (up to) 1 foot per turn for **infantry**
- (up to) 2 feet per turn for **Commandos**
- (up to) 1 foot per turn for **motorized watercraft**
- (up to) 6 inches per turn for **non-motorized watercraft**
- (up to) 6 inches per turn for **Light Mortar, Flame Thrower, LMG**
- (up to) 6 inches per turn for **Weapon Teams**

Movement Modifiers

- No attack during movement
 - ✧ Heavy Mortar
 - ✧ HMG
 - ✧ Bazooka
 - ✧ LAW
 - ✧ HMG, LMG (on bipod)
- Standard Movement Modifiers
 - ✧ **Uphill** - movement is halved

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- ✧ **Rough terrain** - movement is halved
- ✧ **Roads** - All vehicles up to 3 feet per turn
- ✧ **Turning** - All tanks movement is halved in a turning maneuver
- ✧ **Commando on foot** - movement is up to 2 feet per turn, no penalty for uphill or rough terrain - bonus does not apply to vehicle
- Barbed wire blocks all infantry
 - ✧ Six (6) inch segments of barbed wire can be destroyed by engineers
 - ✧ AFV and explosives remove barbed wire according to blast zone radius or width of vehicle

All modifiers are cumulative

Obstacles

- Barbed wire
 - ✧ Stops troops on foot
 - ✧ Does not impair LoS
 - ✧ Does not provide cover
 - ✧ Can be removed by tanks, explosions, engineers, commandos
- Tank Obstacles
 - ✧ Stops vehicles
 - ✧ Does not impair LoS
 - ✧ Provides partial cover for soldiers
 - ✧ Can be removed by engineers, artillery
- Hills/cliffs
 - ✧ Steeper than 150% grade (56█) impassible by vehicle
 - ✧ Must be climbed by infantry (see Special Movement, Climbing Rules)

Special Movement Rules

Opportunity Fire / Return Fire

Not a movement, but a result of movement on the field. If soldiers or vehicles travel through an opponent's LoS, and are within range of direct fire weapons, that opponent has the option to attack with Opportunity Fire. The moving soldiers can return fire as well. All modifiers apply.

This only applies to ranged direct fire weapons, no indirect fire weapons (like a mortar) can be used in opportunity or return fire.

Climbing

- Standard infantry
 - ✧ Roll **1d6** per movement phase
 - ✧ **1-2**- fall & die
 - ✧ **3** - no progress
 - ✧ **4-5** climb 2 inch

- ◇ 6 - climb 3 inches
- Commando
 - ◇ Roll **1d6** per movement phase
 - ◇ 1 - fall & die
 - ◇ 2 - no progress
 - ◇ 3 - climb 3 inch
 - ◇ 4-5 - climb 5 inches
 - ◇ 6 - climb 6 inches

Swimming

- Standard Infantry
 - ◇ Roll **1d6** per movement phase
 - ◇ 1-2 drown
 - ◇ 3-4 no progress
 - ◇ 5-6 move 6 inches
- Commando
 - ◇ Roll **1d6** per movement phase
 - ◇ 1 no progress
 - ◇ 2-3 move 4 inches
 - ◇ 4-5 move 6 inches
 - ◇ 6 move 12 inches

Ground Vehicles

Vehicles can carry soldiers and attack - if armed.

All vehicles have radios.

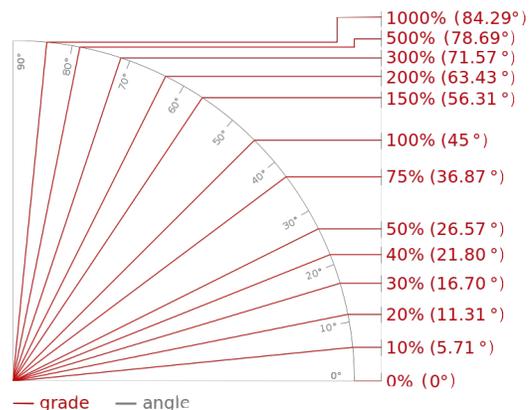
Place all crew and passengers in a cup designated for that vehicle. If the soldiers deploy

- remove them from the cup. Soldiers deploy within two (2) inches of the vehicle.

Deploying is a movement action and no further movement is allowed for those soldiers that turn.

All vehicles move:

- Normal terrain - two (2) feet per turn
- Paved road - three (3) feet per turn
- Rough terrain - movement is reduced by one half (½)
- Uphill - movement is reduced by one half (½)
 - ◇ Ground vehicles cannot climb more than a 150% grade (~56°)
- Turns - movement is reduced by one half (½)
- Modifiers are cumulative



- **Jeep**
 - ◇ One (1) driver
 - ◇ One (1) gunner - if armed
 - ◇ Two to three (2-3) passengers (if gunner - only two (2) passengers)
 - ◇ Movement: as noted above
 - ◇ Weapons:
 - LMG

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- HMG
- AA Gun
- **Truck**
 - ◇ One (1) driver
 - ◇ Fourteen (14) passengers
 - ◇ Some adjustments should be made for capacity of the truck carries armament)
 - ◇ Movement: Cannot drive on rough uphill or downhill terrain
- **Half-Track**
 - ◇ Crew of five (5)
 - ◇ No passengers
 - ◇ Movement:
 - ◇ Variety of weapons are possible - most common:
 - HMG
 - LMG
 - AA Guns
 - Rocket launcher / Anti armor
- **APC (Armored Personnel Carrier)**
 - ◇ Crew of three (3)
 - ◇ Twelve (12) passengers
 - ◇ Weapons:
 - HMG
 - Heavy Mortar
- **Tank**
 - ◇ Crew of five (5)
 - ◇ No passengers
 - ◇ Weapons
 - Tank Gun (main gun)
 - HMG
 - LMG

Flying (Helicopter)

The helicopter has a crew of

- Two (2), for flying activities only
<or>
- Four (4) for attack and flight activities.
- Like with vehicles - the soldiers can be placed in a cup.
- Most helicopters can carry up to ten (10) passengers (excluding crew)

A helicopter with attack ability carries:

- Two (2) forward firing HMGs (firing as one)
<or>
- Two (2) forward firing missile launchers (firing independently)



- Two (2) LMGs - one on either side of the helicopter - able to fire in a 180° arc
- Movement: Eight (8) feet per turn - can hover during it's turn (forgoing the movement phase)
- Position can be indicated by a marker on the ground
- Bear in mind that all range rules apply for helicopter weapons

All helicopters have radios.

Flying (Jet / Plane)

Jet/plane crosses playing area in movement phase - path and actions must be indicated.

All planes/jets have radios.

Two main actions:

- Bomb - <<EXPAND >>
- Strafe - <<EXPAND >>

The plane/jet is the only game piece that leaves the field
AAG can declare shots at a plane/Jet if it strafes

Trains

- Movement requires rails
- Trains can move up to 3 feet per turn

Cover, Entrenching, Structures

Cover

Cover – Partial Cover – Full Cover

This is the basic means of protecting the soldier. The rule of thumb for cover is that if your opponent can see the soldier (via shooter line of sight) - they can be shot. If they are partially exposed - they are considered to be under partial cover. Cover has an effect on the attacker's die rolls.

Foxholes & trenches

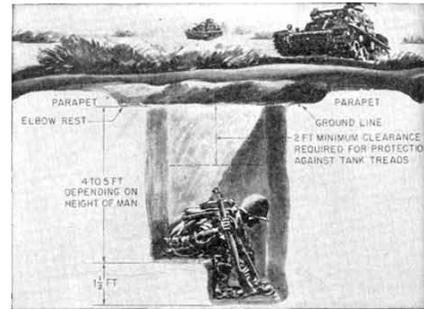
On tabletops and other hard surfaces - it is not practical to dig foxholes, etc. To get around this, use drink lids and other such items indicate the holes. This means some rules regarding line of sight must be modified.

- **Partial Cover**

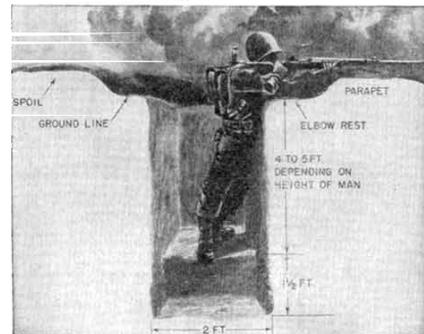
- ✧ A foxhole /trench can provide partial over (if soldier is in fire position)
- ✧ Soldiers in Partial Cover can attack following all rules for line of sight, etc.

- **Full Cover**

- ✧ Full cover must be declared in movement phase soldiers under full cover will be indicated by a token or marker



© Longitudinal section.



© Cross-section view.
FIGURE 61.—One-man fox hole. game

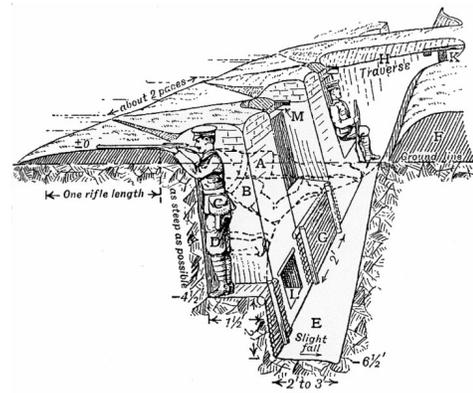
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- ✧ A foxhole / trench can provide full cover from small arms fire and all automatic weapon fire - NOT flame throwers, grenades, mortars, shells from artillery, etc.
- ✧ Soldiers under full cover cannot attack

Entrenching / Digging

- During movement phase, a soldier can be declared to be entrenching.
- This soldier must have a shovel or be an engineer / commando
- Soldier can make one foxhole per movement phase. (Bottle cap size area, like for Snapple, Gatorade or Milk)
- For larger entrenchments - use the “one foxhole per turn” gauge to determine how much is dug per movement phase
- Soldiers cannot attack during entrenching
- Soldiers are considered to be under partial cover while entrenching



Hull Down / Turret Down / Hide

Cover for AFV; using terrain to protect your AFV. Be aware of LoS - some field positions may still "see" the AFV and the AFV may still have view of certain locations.

- **Hull down** - use "Partial cover" attack modifier
- **Turret down** -
 - ✧ No main gun attack
 - ✧ LMG may still be fired
 - ✧ Observation still possible
- **Hide** -
 - ✧ No weapon use
 - ✧ No observation
 - ✧ Attack modifiers apply

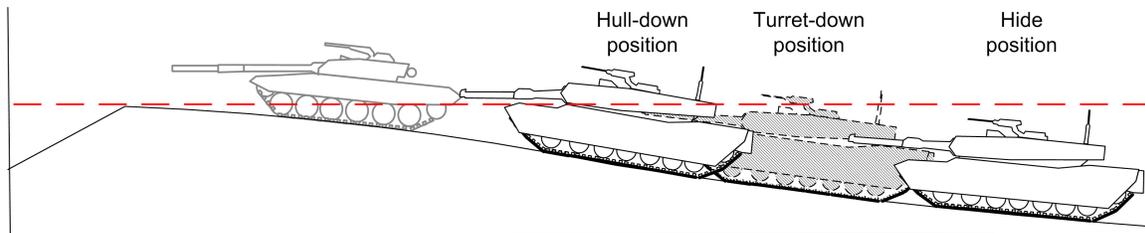


Figure 1 AFV diagram showing cover positions

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Firing Phase / Combat

If the soldier is carrying the weapon or it is visible on their person, they are considered to have it. If they are not carrying the weapon, or it is not visible - they do not have it. This applies to every weapon. NOTE *that this is why it is wise to purchase well-molded plastic figurines.*

Basic Attack Rules

Basic Attack roll

▪ **Roll 2d6**

- ✧ Two six sided die are used for all rolls unless noted in the rules.
- ✧ Lower the number, better the roll
- ✧ Natural 2 eliminates target
- ✧ Natural 12 always misses
 - Automatic weapons jam (Roll 7 or less to clear the jam next turn) Mark the soldier with a weapon jam with a token of some sort.
 - Tank, heavy guns, flame thrower out of ammo. Mark the soldier with a token indicating no ammo - that soldier / weapon is no longer in play for the game unless advanced rules are used - and the soldier is re-supplied or scavenges ammo. (See advanced rules below)
- ✧ Only one weapon can be used per turn.
- ✧ Soldier firing, weapon used and target must be declared before attack roll is made.

- ✧ Target must be visible to the shooter; within line of sight (LoS).
- ✧ Unless noted - weapons can be fired stationary or in motion.

Refer to L.G.A.M. Attack Table

[\(Here\)](#)

Notes on the L.G.A.M. Attack Table

Range

- Range in measured in feet or inches as noted in the table and the rules.
- At extreme ranges, some attack modifiers will apply. (See **L.G.A.M. Attack Modifier Table**)
- Some weapons (mortars) have a minimum effective range - meaning that they cannot hit targets closer than the range indicated.
 - ✧ For example - Light mortars have a range of 2-4 feet, meaning that they can only hit targets 2 to 4 feet away. They cannot hit a target that is 1 foot away.

Attack

The number or lower that must be rolled for a successful attack, per firing event. Some weapons can have more than one firing event per attack. See RoF below.

A valid target must be:

Plastic War Office – Classified Material

Authorized Personnel only

- In range (see above)
- In LoS
- Within a 60° arc¹ oriented from either the tip of the weapon or the army man's face
 - per mutual agreement

RoF (Rate of Fire)

Used to determine how many firing events a weapon may have per attack. For instance, a rifle has a RoF of 1, meaning you can designate a target and make one attack roll to determine if the target was hit. A submachine gun has a RoF of 3 - this means that within the firing arc (60°) three separate targets can be selected, each target requires a separate attack roll. All three attacks may be on the same target.

Combat Modifiers / Conventions

Overwatch and Cover fire

Overwatch is a battlefield tactic that will reserve a group of soldiers or vehicles to remain in a particular position (ideally from an advantageous firing and cover position) to protect another group of advancing vehicles or soldiers. It must be indicated in the movement phase - a group of soldiers/vehicles will be designated and marked with an "Overwatch" token.

When soldiers / vehicles attack from overwatch - they are said to be providing covering fire.

The following rules apply:

- The overwatch group must be stationary
- The overwatch group must not be engaged in any other combat
- The overwatch group must use full automatic fire or shrapnel producing weapons (anti-personnel mortar rounds, etc.)
- Overwatch group must have a designated area ("field of fire") that is both LoS (or covered by radio equipped observers) and within range of their weapons

Overwatch covering fire presents the following modifiers:

- Soldiers being attacked by covering fire from a group in overwatch move at on quarter (1/4) normal movement
- Soldiers entering the "field of fire" are attacked on a +1
- Soldiers moving into the field of fire can be considered targets for opportunity fire

Minefields

Minefields should be a surprise to the enemy. It will be assumed that mine fields will be laid down by entrenched, established bases - so not all game scenarios will be conducive to mine fields.

- Minefield size is no more than 1 square foot per 30 troops
- Mine field areas do not need to be contiguous.
- Travel across minefields
 - ✧ Roll 7 or lower on 2d6 to survive every 6 inches travelled.
 - ✧ Vehicles roll for vehicles (not each passenger) - Roll 7 or lower on 2d6.

¹ Unless otherwise noted in rules

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- All vehicles but AFV are destroyed.
- AFV are disabled (cannot move)

Minefields are declared just before game play but after all soldiers are set in their start positions.

Mine fields can be marked with large coins or flat tokens after they are identified.

Mine Removal

Engineers and mine sweepers (the engineers with the metal detectors) can remove mines. While commandos have engineer skills - they cannot remove mines.

- No rolls - appropriate engineers can remove/deactivate mines in a three (3) inch square around each engineer per turn.
- Once a path is cleared, non-soldiers can traverse the path with no danger

Covering Smoke

Mortars can fire smoke charges instead of HE (high explosive) rounds. Smoke is used to obscure or obfuscate troop movements. It can also be used to disorient attackers (if fired in their midst).

Smoke grenades can be used by infantry for similar applications.

- Each smoke round covers a one (1) foot by six (6) inch area of the battlefield.
- The smoke will remain on the battlefield for one to three turns (1-3)
 - ◇ Roll 1d6 at the start of each movement phase for smoke disposition
 - 1 -3 - smoke remains
 - 4 -5 - smoke is dissipated
 - After three turns smoke is dissipated
 - If there is a blast in the smoke area (mortar round, grenade, tank shell, etc.) the smoke is cleared after that turn
- Smoke eliminates LoS for enemy fire (also pertaining to overwatch and opportunity fire)
- No sniper bonuses
- No binocular bonus
- No leader bonus
- Soldiers can fire into the smoke - on a 2d6 attack roll, a natural 2 is required to hit a random soldier under cover from the smoke

If smoke is fired into the midst of an enemy group

- Those soldiers attack at a -5
- No sniper bonuses
- No binocular bonus
- No leader bonus
- All attacks into the smoke have same modifiers as noted above. The soldiers are under cover.

Misc.

Appendix A – Soldier Description / Roles

Soldiers

- **Infantryman** - the cornerstone piece of the game. They carry the weapons and items that you see molded into them -no more, no less.
- **Leader** - Indicated by binoculars or a "leader-like" pose
 - ✧ +1 attack for troops within 1 foot (troops on the same side)
- **Commander / Leader**
 - ✧ +1 on attacks for all troops within 12" area
 - ✧ Can be transferred by Radio guy
 - ✧ Typically is carrying binoculars (and those binoculars offer another bonus!) may also be in a leadership pose - pointing or the like
- **Binoculars** -
 - ✧ +1 to attacks > 3 feet
- **Radio** -
 - ✧ Allows indirect fire to other teams with our LoS
 - ✧ Can transfer leader bonus - within 1 foot of radio operator
- **Engineers** - indicated by either a satchel or a metal detector. Engineers can:
 - ✧ Remove barbed wire, tank barriers, walls, stationary vehicles and weapons in firing phase - must be touching obstacle/item (no weapon firing in that phase, barrier/item is considered removed the following movement phase)
 - ✧ Can clear a 3 inch x 3 inch square area of land mines per turn (no movement further than area cleared or firing)
- **Medic** - Typically with a satchel and possibly a cross molded on helmet or clothing. Make your own by dabbing on some white and red paint.
 - ✧ Attack at -2
 - ✧ If touching wounded soldier
 - Roll 1d6
 - 1-3 Healed - can enter combat next turn
 - 4 No effect
 - 5-6 Soldier dies next turn
- **LAW** (Light Anti-Tank Weapon)
 - ✧ Does not require a team
 - ✧ Cannot fire and move at same time
- **Light Mortar**
 - ✧ No team required
 - ✧ Cannot fire and move at the same time
- **LMG** (Light Machine Gun)
 - ✧ On bipod or tripod
 - ✧ Does not require a team
 - ✧ Can fire and move at same time
- **Flame Thrower**
 - ✧ Tanks on back



L.G.A.M. – Rules of Engagement

Little Green Army Men

- ✧ Fires stationary or 1/2 movement
 - If soldier is shot, roll 1d6
 - 1-3 soldier dies and flame thrower tanks explode
 - 3 inch blast - all soldiers die in blast zone
 - 4-6 soldier dies
- **Sniper**
 - ✧ Typical sniper is prone rifleman
 - ✧ Must be solitary - no other soldier within 3 inches
 - ✧ If a soldier is within 3 inches - they revert to standard rifle weapon type
 - ✧ One exception to the rule - see Sniper Team below
- **Commando**
 - ✧ A special type of soldier that is highly trained
 - ✧ Typically has a “Rambo-like” appearance or has some other distinctive molding
 - ✧ No more than 6 soldiers per 100 non-commandos
 - ✧ Possess engineer skills (except mine removal)
 - ✧ Move up to 2 feet per turn with no penalties for uphill or rough terrain
 - ✧ Better at climbing or swimming
 - ✧ If firing stationary - can be treated as a sniper -all sniper rules apply

Weapons Teams

Teams can only fire their primary weapon or their secondary weapon - not both. For example - if a Heavy Mortar Team fires a mortar, neither the assistant nor the mortar guy fire their side arms on that turn. Also - if they decide to fire side arms, no mortar fire can be done that turn.

Teams cannot fire and move in the same turn. Either move or fire.

- **Sniper Team** -
 - ✧ One sniper, one spotter (soldier with binoculars)
 - ✧ Someone with binoculars may be within 1 inch of sniper - sniper gets +1 on attack
- **Heavy Mortar Team** -
 - ✧ 2 soldiers
 - ✧ One with the mortar, one to assist (assist can be any soldier type)
- **Bazooka Team** -
 - ✧ 2 soldiers
 - ✧ One with bazooka, one to assist (assist can be any soldier type)
- **HMG (Heavy Machine Gun) Team**
 - ✧ 2 soldiers
 - ✧ One with LMG, one to assist (assist can be any soldier type)
 - ✧ If the team is broken up, the LMG is treated as an LMG
- **Light Cannon / Howitzer Team**
 - ✧ 3 soldiers, any type

Appendix B - Advanced Rules

Wounding

Attack modifiers

Dropped weapons

Tokens for dropped weapon

Rules for pick-up and use