

THE GREEN AND THE TAN

These simple, fast playing rules have been created for use with plastic army men – you know, the ones that you get real cheap at discount stores. While the rules look pretty simple they make for a pleasant distraction and are an excellent introduction to war gaming for younger folk. Give 'em a whirl and let me know what you think.

Forces

Armies are made up of the following;

- 2 Rifle Squads, each consisting of 5 men*
- 1 Machine Gunner
- 1 Mortar
- 1 Spotter

*1 member of each Rifle Squad may be replaced with a Flame Thrower *or* Grenade armed soldier.



The Game

Set up

Arrange the battlefield as you desire. Use plenty of terrain. Each player places their force on opposite sides of the table, taking it in turns to place a squad or other figure.

Terrain can be anything, from beautifully crafted model scenery, to cardboard boxes and salt shakers. A bunch of old trophies can look like a field of disused or torn down statues. Boxes placed under a green or brown cloth make excellent hills. Salt and pepper shakers, condiment bottles and milk cartons can represent high-rise buildings, towers or industrial-type smoke stacks. For a more natural look, why not grab some rocks out of the garden to represent boulders and large rocky outcrops. Cotton wool can be coloured green to represent thick hedges and scrub. Old cardboard tubes can be discarded construction materials. And don't forget the jeeps, tanks and trucks that often come with plastic army men – tip them over and they become wrecked vehicles, perfect for hiding your men behind. With a little imagination you can quickly construct a great battlefield for your games.

The Turn

At the start of each turn both players roll 1d6. The highest score goes first. The turn is broken into two phases; Movement and Shooting.

Movement

Player 1 attempts to activate each squad. Roll a d6 – if the result is equal to or less than the number of figures in the activating squad, they may move. If the roll is greater than the number of figures in the squad, they are too confused, frightened or lazy to move from where they are. An activated squad can move up to 6 inches in any direction. Squads may never move through friendly or enemy squads. Soldiers must stay within 3 inches of the other members of their squad at all times. Terrain has no effect on movement.

Spotters: a spotter does not have to roll to activate and may always move. Because they are crawling around keeping out of trouble, however, they have a random movement distance of 1d6 inches.

Charges: if a squad moves into contact with an enemy squad, they have charged into combat. An assault is immediately fought (see below).

When player 1 has attempted to activate all their squads, player 2 may activate their squads in the same manner.

Combat: If, during the movement phase, a squad moves into contact with an enemy squad, a combat breaks out. Roll one die for each model in the attacking squad. Rolls of 4+ are kills. Remove the appropriate number of victims immediately. If the defending squad still has models, they may strike back, rolling one die for each remaining soldier. Rolls of 4+ are kills. The side that kills the most enemy wins the combat, and the loser must immediately move 1d6 inches directly away from the enemy. If both squads cause the same number of casualties, or neither inflicts casualties, they both move 1d6 inches directly away from the enemy squad.

Shooting

Player 1 may now shoot with their squads. Each squad and weapon shoots slightly differently.

Rifle Squads: may shoot at any target they can see, that is no more than 12 inches away. Note, squads always target other squads, not individual soldiers in a squad. Roll 1d6 for each member of the squad, excluding those armed with Flamethrowers or Grenades (they shoot differently, see below). Each die roll that comes up equal to or under the number of models in the shooting squad (including flamethrower and grenade armed soldiers) is a hit.

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The targeted enemy may attempt to avoid damage by ‘hitting the dirt’. Roll 1d6 for each hit received. On the score of 4+, no damage is taken. Any other result kills a model – the player that controls the targeted squad chooses a model to represent the casualty and lays them down.

Models in forests or buildings, or behind low walls or hedges, or with other cover get +1 to their ‘hitting the dirt’ roll. Spotters always receive +1 to the roll, which may be added to the cover bonus.



Flame Throwers: roll 1d6. This is the range of the weapon. Measure the distance from the flame thrower to the target squad, the difference between the die roll and range (if the flame thrower is in range) is the number of hits caused. Squads cannot avoid damage from flamethrowers, so may not ‘hit the dirt’.

Example; Squad A has a flame thrower, and shoots at Squad B, which is 3 inches away. The player rolls 1d6 and scores 5. As the target squad is only 3 inches away, the flamethrower is in range, and kills 2 enemy.

Option - Kaboom!

If the roll to hit with a flame thrower comes up ‘1’, something has gone seriously wrong. Immediately roll a die. If the result is 2 or higher, the soldier has worked out what has gone wrong, and solved the problem – the flame thrower fires the 1 inch rolled. If the die score is a 1, the fuel canister has exploded! Remove the model carrying the flame thrower from play. The flame thrower does no other damage.

Grenades: may be thrown at any target up to 6 inches away, whether the thrower can see them or not. Roll 1d6, if the roll is equal to or lower than the number of models in the thrower’s squad the grenade hits the target, otherwise it explodes harmlessly. If the grenade is on target roll 1d6 – this is how many enemy the grenade hits. They may make ‘hitting the dirt’ rolls as normal.

Option – Oops!

If the roll to hit the enemy fails, the grenade thrower might have accidentally thrown it at his own feet! Roll another die. If the result is 2+, the grenade lands harmlessly. If the roll is a 1, however, the soldier has dropped it, and his own unit is hit by the grenade, just as if an enemy had thrown it at them! Roll a die to see how many soldiers are hit, and have them make “hitting the dirt” rolls as normal.

Machine Gun: may be shot at any enemy that the firer can see, within 30 inches. The firer may roll between 1 and 6 dice. Any dice that ‘match’ (pairs, three of a kind, etc.) are misses. Any other results are hits. The targets may make ‘hit the dirt’ rolls as normal. If a machine gun gets no hits (all the dice are matches), it has jammed, run out of ammo, or otherwise become useless. Remove it from the table.

Mortar: may be shot at any enemy that the Spotter can see. Roll a die. If the result is equal to or less than the number of models in the targeted squad, the shell hits on target. Otherwise, it explodes harmlessly. Every model in the targeted squad is hit by the mortar shell. They may make ‘hit the dirt’ rolls as normal.

Spotters never make shooting attacks themselves. If a spotter is killed and removed from the table, the mortar may still fire, but only at units that it can draw a direct line of site to.

Option – Friendly Fire!

If the roll to hit the enemy misses, the mortar round might fall on to friendly lines. Roll a die immediately. If the result is 2+, the shell lands harmlessly. If the roll is a 1, however, the shell has fallen perilously close to friendly troops. Your opponent may immediately target any squad on the table with a mortar shot (even if they don’t have a mortar. They must roll to hit as normal, and targets get “hitting the dirt” rolls.

Each figure may only attempt to shoot once per turn.

When Player 1 has finished shooting, Player 2 may shoot. Shooting is considered simultaneous, so models that have been killed may still shoot before being removed from the table (that’s why you lay them down when they’re hit).

After both players have shot with their soldiers, remove any figures that have been laid down. These are casualties of war – either dead, or too seriously wounded to continue with the battle.

Winning the Game

The game ends after 5 turns. Each player scores points based on the forces they have left;

Rifle man	2 points
Flame Thrower	4 points
Grenadier	4 points
Machine Gun	3 points
Mortar	1 point
Spotter	2 points

The player with the most points wins the battle.

Advanced Rules

Mission Objectives

At the start of the game you can choose one or more objectives for each side. Each objective that a side has completed at the end of five turns grants bonus points for determining the winner of the battle.

Secure the area: divide the table into quarters. For each quarter that holds one or more of your squads, and none of your enemies, you get +1 point.

Take and hold: put a hill, building or other feature in the centre of the table. If one player has a squad of three or more figures in / on the objective at the end of the game, they get +3 points. If both players have a squad of three or more figures in / on the object, neither gets the points.

Breakthrough: one player must get their squads off their opponents side of the table. Decide who has to “breakthrough” before putting models on the table. The player gets +5 points for each unit that gets off the table.

Commanders

Both players may include a commander for their force. These are usually represented by figures with binoculars and / or pistols. Commanders must be attached to a rifle squad, machine gun or mortar. When attached, they must remain within 3 inches of another figure from that squad for the rest of the battle. Commanders have different effects depending upon the type of squad they are attached to;

Rifle squads may re-roll failed hit the dirt rolls from a single enemy attack each turn. This represents the commander telling the squad where to move in order to minimize casualties.

Machine guns with an attached commander may re-roll one die when shooting, potentially causing more hits and reducing the chance of jamming.

Mortars with an attached commander may re-roll failed shooting attacks. This represents the commander directing fire more accurately.

An attached commander does *not* count as a member of a squad for purposes of shooting, and cannot make any attacks of their own. When the last soldier in a squad is killed, remove the commander as well.

Tanks

A player may swap a rifle squad for a tank. Alternatively both players may add a tank to their force, or one player may add a tank and the other player may add a rifle squad, machine gun or mortar and spotter.

Movement

You must roll a 4 or higher to move a tank in the movement phase. Tanks move 2d6 inches.. They may only turn after moving the sum of at least one die. Each turn may be up to 180-degrees.

For example, you want to move your tank, so roll 2 dice scoring a 4 and a 3. The tank can move up to 7 inches, but if it wants to turn it must first move at least three inches. After moving three inches you turn it 90-degrees, then move it the final four inches. It may now make another turn if you wish. If it had not moved the full four inches as the second part of its move, it could not make a second turn.

Combat: Tanks cannot fight in combat, so cannot make a *charge*. Enemy squads may charge tanks, but it is hard to kill them. Roll a die for each attacker. Hits are only scored on the roll of a 6. For each hit scored against the tank, the tank’s controlling player rolls a die. Each result of 4 or higher negates a hit. If any hits remain, the tank is destroyed.

Shooting

Shooting at tanks is done as normal, and tanks get to make “hit the dirt rolls” representing the bullets bouncing off its thick armour.

- Rifles and machineguns are fired at tanks as normal, but to represent the fact that bullets are not very effective against tanks, the tank gets +2 to the hit the dirt roll.
- Flame throwers are also fired normally, but each hit forces the tank to make a hit the dirt save (with no modifiers).
- Grenades and mortar attacks need to roll a 4 or higher to hit a tank. The tank may make a normal hit the dirt roll to avoid damage.

A tank only needs to fail a single hit the dirt roll to be destroyed.

When shooting, a tank can shoot *both* its machine gun and its cannon—either at the same target, or different targets. A machinegun may only be fired at enemy in front of the tank, but otherwise follows all the other rules for machineguns. If the tank fires its main gun it may target anything within line of sight, and will hit on the roll of 4 or higher. All figures in a squad are hit. All figures may make a hit the dirt save with a -1 penalty to the roll (including tanks).

Vehicles

Jeeps, trucks and other non-armoured vehicles can be included in a force for free. You may have one vehicle for each rifle squad in your force.

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They operate exactly like tanks, with the following exceptions;

Movement: they can make any number of turns as they move, and are not restricted by the results of the die roll. They cannot move across obstacles like walls, hedges or deep ditches.

Combat: squads still need to roll a 6 to hit a vehicle, but the vehicle cannot negate such hits—if an enemy charges and hits a vehicle it is destroyed!

Shooting: a vehicle always needs a 6 to pass a hit the dirt roll, modified as usual. If the modifiers make it impossible to pass the test, the vehicle is automatically destroyed! Vehicles are not armed with weapons.

Vehicles can have one of the following upgrades, though you may not have more than one of each upgrade in your force;

MASH unit: this red-cross truck or jeep provides medical support to the troops. A rifle squad, machine gun crew or mortar within 6 inches of the mash unit gets +1 to hit the dirt rolls. This ability may be used on one squad, once per turn.

Transport: this truck allows soldiers to move about the battlefield with ease. One rifle squad, machine gun or mortar within 6" of the transport truck may re-roll the die to see if it can move this turn.

Support MG: this jeep is equipped with a light machine gun to support the infantry. It may shoot like a machine gun in the shooting phase, but cannot roll more than three dice.

Helicopters

Some forces can be supported by air cavalry. A player may swap a rifle squad for a helicopter. Alternatively both players may add a helicopter to their force, or one player may add a helicopter and the other player may add a rifle squad, machine gun or mortar and spotter.

Helicopters operate exactly like vehicles with the following exceptions;

Movement: helicopters fly, so are unaffected by terrain on the ground and can also move over both friendly and enemy units, so long as they do not end their move on top of such a squad.

Combat: as they fly, helicopters cannot be charged.

Shooting: as they fly, helicopters cannot benefit from cover, and enemy always have line of sight to them. Helicopters are armed with light machine guns, which work exactly like other machineguns, except they may not roll more than three dice. They may target any-

thing within 30 inches, as they fly above the battlefield and have better lines of sight.

Bazooka

One figure in a rifle squad may be swapped for a bazooka (in addition to any flamethrower or grenade thrower). Bazooka's operate like any other member of the squad. When shooting, a bazooka can only target tanks and other vehicles, up to a range of 30 inches. They hit on the roll of 4 or higher. Vehicles make a hit the dirt roll with a -1 penalty against bazooka.

Mine Fields

Players may choose to place areas of mine fields on the table as they set up. If one player places a mine field, their opponent may choose which side of the table they wish to start the game on. If both players place mine fields, randomly determine which side of the table each player begins on, as normal. A mine field should be represented by a piece of paper, felt or other feature, and should be no more than 8 inches across.

Any infantry (rifle squads, machine guns, spotters and mortars) that moves in or through a mine field runs the risk of stepping on a land mine. At the end of any movement phase that a squad has moved in or through a mine field, roll a die for each soldier. On the roll of a 1 a mine has been stepped on and the soldier has been killed—remove them from the table. If a tank or vehicle moves through a mine field, it is destroyed by a land mine on the roll of a 1 or 2.

Engineers

These guys usually carry around big mine detectors, and are able to guide soldiers through mine fields. You may swap a member of a rifle squad for an engineer, in addition to any flame thrower, grenade thrower or bazooka that might already be in the squad.

An engineer cannot shoot but otherwise acts like any other member of the rifle squad.

If an engineer is present in a squad that moves through a mine field, the squad can re-roll any 1's when checking to see if land mines have been set off.

Victory Points

Each of the new units described in the advanced rules is worth victory points if they survive the battle.

Commander	2 points
Tank	5 points
Vehicle	3 points
Helicopter	5 points
Bazooka	2 points
Engineer	2 points