

# **GUNS 'N GRENADES**

**VERSION 1.5**



**FOR USE WITH VIRTUALLY ANY PLASTIC SOLDIERS**

**CREATED BY JOSH WILLIAMS  
AND CALEB PAYNE**



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## **HOW COMBAT WORKS**

On your turn you may attack with up to 5 units. When a player declares an attack with a unit, both players roll 1 six sided die and add their appropriate bonuses, ATK if your unit is attacking, DEF if your unit is being attacked. If the attacker's total is higher than that of the defender, the defender takes a hit. Each unit has 4 stages of life. *Healthy, Wounded, Bloodied and Dead*. After a Healthy unit is hit, it is then Wounded. When a Wounded unit is hit, it is Bloodied, and after a Bloodied unit is hit, it is Dead. When a unit says it deals two units of damage, that means the target progresses two life stages instead of one. For example, if a grenadier hit a healthy unit, it would now be Bloodied, not just Wounded. Bloodied units may only move at half their normal rate (rounded down).

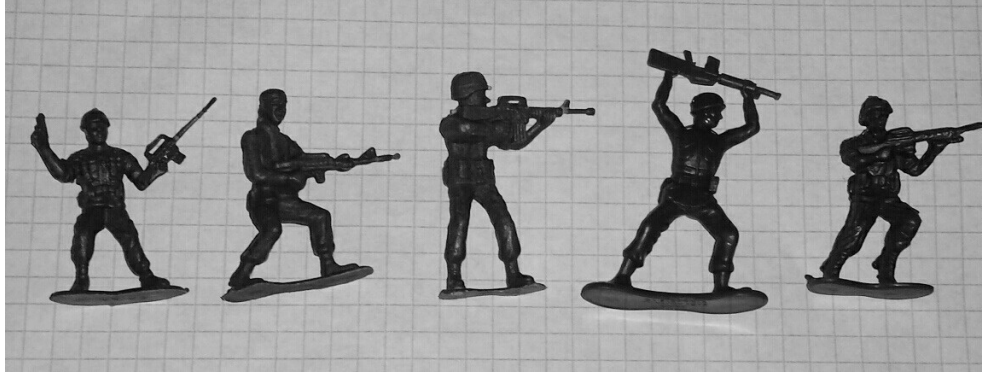
- Declare the target and what you're attacking with
- Roll die
- Add relevant bonus
- Compare the totals
- If the attacker's is higher, it hits
- Place a marker next to the target denoting its life stage. Dead units can just be knocked over.

### **Unit Tags**

Tags are small keywords seen in a unit's statistics, written in ***bold italics***. Tags give units small abilities or bonuses. Some units will have 2 tags.

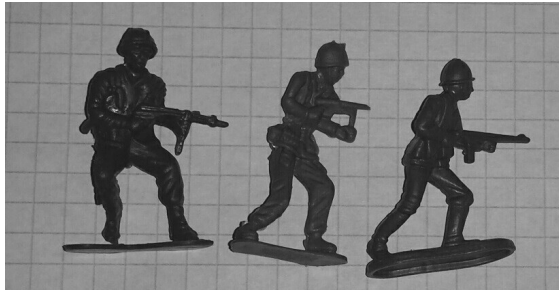
<b><i>Tough</i></b>	Takes 2 hits to wound. All subsequent hit continue as normal.
<b><i>Deadly</i></b>	Deals 2 units of damage on hits instead of one.
<b><i>Anti Armor</i></b>	Can destroy cover units with one hit. Requires no attack roll but you cannot attack with any other units for the rest of the turn.
<b><i>Fast Shot</i></b>	May re-roll an attack. Second roll sticks regardless of what you rolled.
<b><i>Light</i></b>	Can move an extra inch when walking or rushing.
<b><i>Limited</i></b>	Only 2 of these units can be purchased per 100 points decided on at the beginning of the game. This is mostly to keep players from having an overpowered army.

## UNIT TYPES



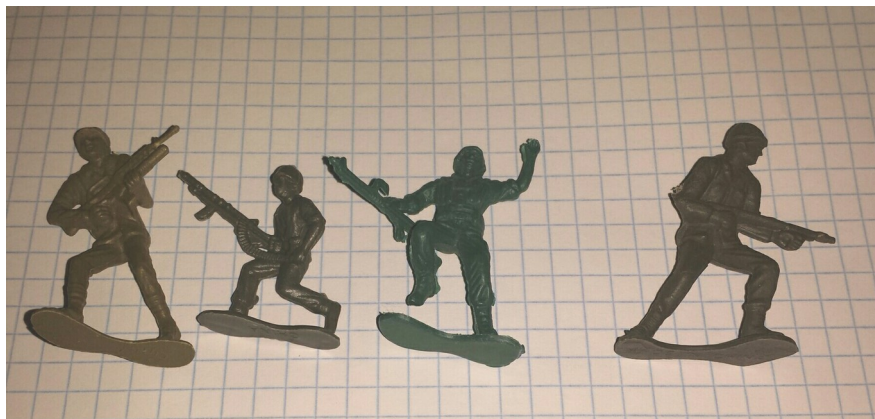
**RIFLEMEN-** These will make up the bulk of your force. Armed with assault rifles and light armor, these units can handle most tasks well. Any soldiers with assault rifles are considered Riflemen.

Cost: 15 Range: 8 ½" ATK: +3 DEF: +2 **Tough**



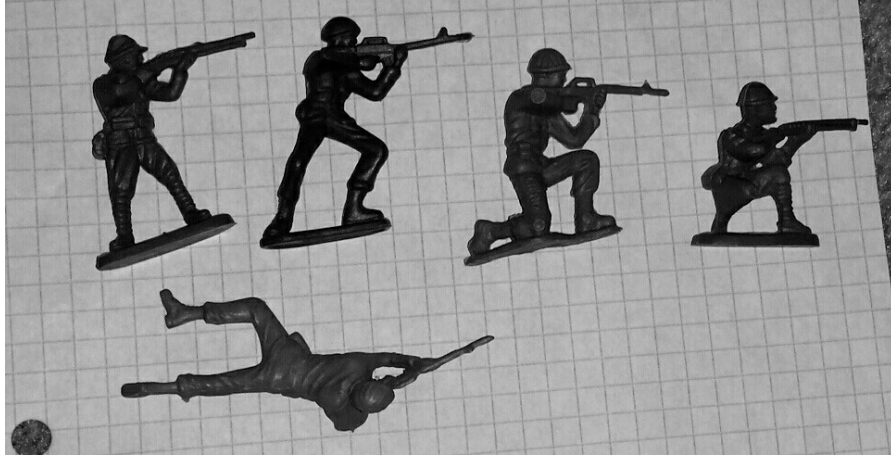
**LIGHT INFANTRY-** Weaker but cheaper than regular infantry. These are best used for rushing opposing units in swarms. Units depicted with submachine guns or similar weapons are light infantry.

Cost: 10 Range: 6" ATK: +2 DEF: +1 **Fast Shot**



**HEAVY INFANTRY-** What they lack in durability, they make up for in raw destructive power. Any units depicted with flamethrowers, light machine guns and grenade launchers are Heavy Infantry.

Cost: 20 Range: 9" ATK: +4 DEF: +2 **Fast Shot**



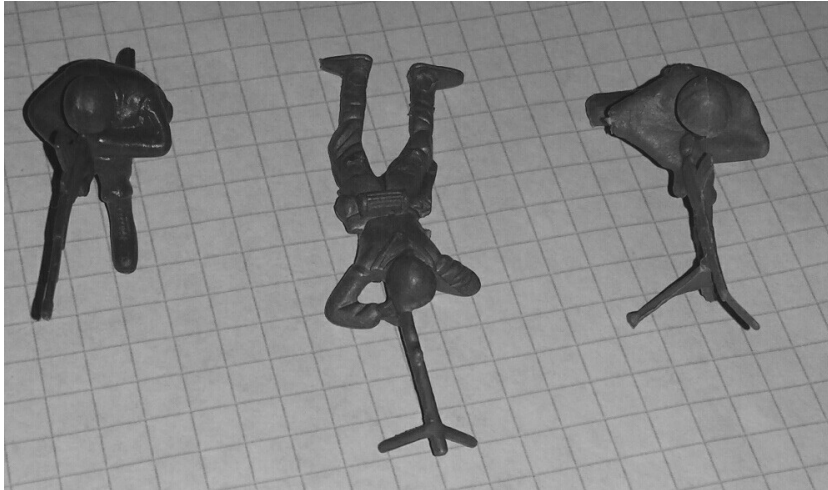
**SNIPERS-** Deadly accuracy coupled with great range. Any units depicted as aiming down the sights are snipers.

Cost: 35 Range: 10" ATK: +5 DEF: +1 **Limited**



**GRENADIER-** These men are armed with small handheld explosives. Any units depicted as throwing or preparing to throw a grenade are classified as grenadiers.

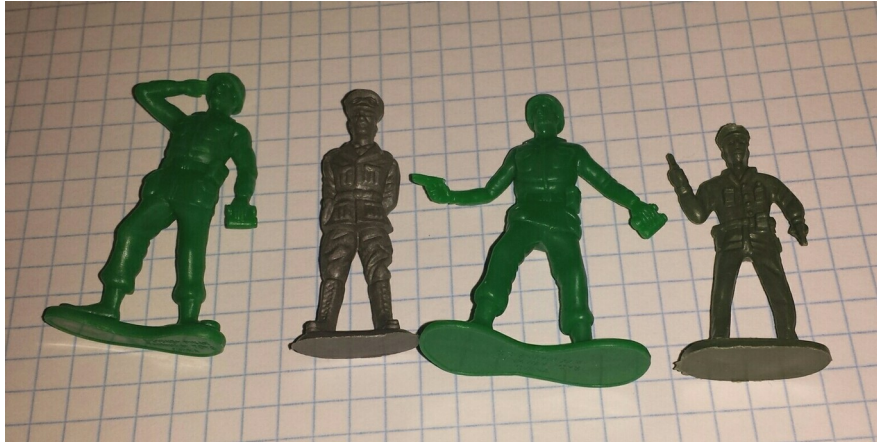
Cost: 30 Range: 8" ATK: +4 DEF: +2 **Deadly, Anti-Armor**



**MACHINE GUNNER-** These units are very good for mowing down enemies with ease. That being said, they are not cheap at all. They are also very prone to attack. Units that are depicted as using a machine gun fall under this category.  
Cost: 40 Range: 10" (Minimum range: 4") ATK: +5 DEF: +1 ***Fast Shot, Limited***



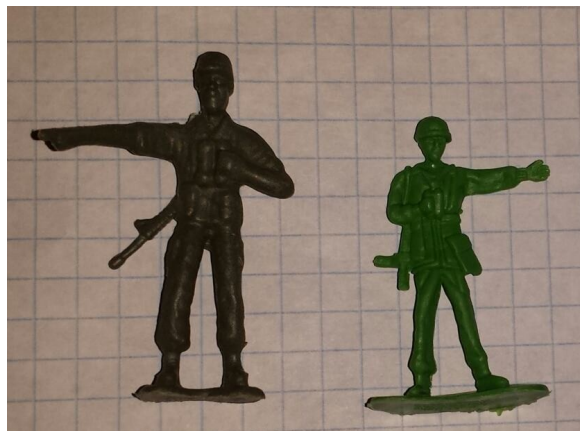
**MORTAR-** These units can hit hard targets, such as bunkers and walls, from a distance.  
Cost: 40 Range: 14" (minimum range: 7") ATK: +6 DEF: +2 ***Deadly, Limited, Anti-Armor***  
Blast Radius: 2 ½" (Any units within 2 ½" of the target area take damage)



**MEDICS-** These men are trained in first aid. However, they are not great in combat.

Cost: 30 Range: 6" ATK: +2 DEF: +4 **Light, Fast Shot**

Ability: Can return any unit within 3" to full health.



**SCOUTS-** Scouts go out ahead of everyone to scan the battlefield to assess the situation.

Cost: 20 Range: 6" ATK: +2 DEF: +3 **Light**

## **VEHICLES**

Vehicles are expensive but powerful units. Vehicles move differently than other units. Vehicles have different life stages as well. *Good, Glanced, Shaken and Destroyed*. When a vehicle becomes shaken, it cannot move until the end of the turn, but can still fire.



**Tank:** Tanks are extremely durable and deadly units. Tanks can go over all terrain except minefields without problem.

Cost: 70 Range: 9" ATK: +6 DEF: +4

*Deals 3 units of Damage.*

*Blast Radius: 1 1/2"*



**Armored Truck:** Can move Artillery as well as providing fire from its gunner.

Cost: 60 Range: 7 1/2" ATK: +5 DEF: +3

*Deals normal damage.*



**Artillery:** Cannot move unless moved by an Armored Truck.

Cost: 65 Range: 15" ATK: +5 DEF: +1

*Deals 2 units of damage.*

*Blast radius: 2"*

## **VEHICLE MOVEMENT**

Hold	Move 0" and fire.
Move	Move 6" and don't fire after moving.
Cruise	Move 10" and can't fire after.



## **COVER**



Cover refers to any piece of terrain that protects units, such as walls or sandbag fortifications. Units behind cover when it is destroyed are hurt. You can use anything as cover, so long as you state that it is cover before combat. Units can shoot over cover. Cover gives any unit behind it a +3 DEF bonus. Only 2 units can be behind cover at any given time.

## **MOVING YOUR UNITS**

There are 4 movement types, each with their own rules.

Hold	Attack and don't move after.
Walk	Unit can move up to 6" then attack.
Clamber	Jump over a piece of cover then stop. Can't attack after.
Rush	Move 10" then stop, can't attack after.
Hunker	Unit can't move but gains +2 DEF until unit moves again.
Pivot	Unit turns up to 90 degrees. May attack after.

## **BUILDING YOUR ARMY**

The most important part about building your army is figuring out what strategies work with what you have available. Before you begin a game, all players agree to a point limit, which is the maximum amount you can spend on your units. 150 for a quick game, 500+ for longer, more complex battles. You can use bigger or smaller amounts if you so choose, of course. It is best to have at least 3 of each unit type. Make sure you're in accordance with the **Limited** tag's rules.

## **TYPES OF GAMES**

*Skirmish*- Basic battle to the death. 350 point limit.

*Point Capture*- You attempt to capture specific Command Points on the map by having at least two units occupying that area for 3 turns straight with no other player's units within 6" of said point. Command Points should be marked with flags or something similar. You can use however many points you desire.

*Ground War*- 600 point limit. Best with two or more players. There are three Command Points on the map (you decide where beforehand) that can be captured for an automatic victory (must capture all).

## **PLAYING THE GAME**

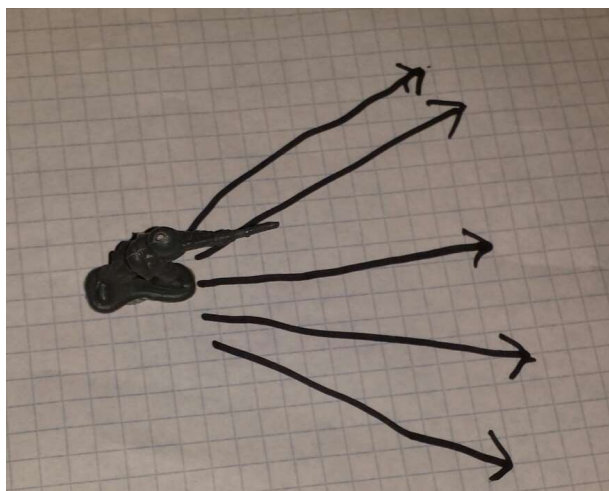
Setting up- GnG is best played on a 3'x5' or larger surface. At least 3 pieces of cover are recommended. When starting, decide which end of the table you are playing on. You may deploy up to 8 (or another predetermined number) units up to 12" away from the edge of your end of the table.

On Your Turn- When it is your turn, you may activate up to 5 units and deploy up to 3 new units.

Winning- There are two ways to win: capture all Command Points (if you choose to use them) or kill all the opponents' units.

## **WHERE YOU CAN ATTACK**

Your units can't just attack anything in range. They have to be facing or almost facing the target to attack it. If they are not, they must take a Pivot action to face it. For example, if the sniper pictured below wanted to hit a target outside of the arrows, he would have to pivot first.



## **UNIT UPGRADES**

Upgrades are bonuses that you can purchase with points when you are picking your units. You may only purchase one bonus per game.

Optical Sights	Infantry units gain 2" Range	50 Points
Grenade Launchers	Riflemen and Heavy Infantry can fire grenades once per round (4 turns) with a blast radius of 2".	40 Points
Hollow Point Rounds	+2 ATK when attacking <b>Light</b> targets	45 Points
Enhanced Rifling	Snipers gain 3" of Range.	30 Points
Bayonets	When one of your units comes within 1 ½" of a target and they attack, they gain +1 ATK.	30 Points
Flashbang Grenades	Riflemen and Light Infantry can throw a grenade that does not damage the target(s) but stuns them, making them unable to move or attack for one turn. Has a blast radius of 2 ½". Can be used once per round.	40 Points
Body Armor	All non- <b>Light</b> units gain +1 DEF	35 Points

## **TERRAIN**

Different types of terrain have different effects on the units passing over/into/across them. Terrain rules are entirely optional.

Easy Terrain	Units move over easy terrain normally with no effects. Includes plains, grass, dirt etc.
Rough Terrain	Units passing over rough terrain move 2" less than they normally would. Includes rubble, sand and tall grass.
Dangerous Terrain	Roll 1d6 for each unit that moves over this terrain. If you roll a 1, that unit takes one hit. Anything else and they move over it successfully. Includes quicksand, razor wire and minefields.

## **QUICK REFERENCE SHEET**

Riflemen	Cost: 15 Range: 8 ½" ATK: +3 DEF: +2 <b>Tough</b>
Light Infantry	Cost: 10 Range: 6" ATK: +2 DEF: +2 <b>Scout, Fast Shot</b>
Heavy Infantry	Cost: 20 Range: 9" ATK: +4 DEF: +2 <b>Fast Shot</b>
Snipers	Cost: 35 Range: 12" ATK: +5 DEF: +1 <b>Limited</b>
Grenadiers	Cost: 30 Range: 8" ATK: +4 DEF: +2 <b>Deadly</b>
LMG Unit	Cost: 40 Range: 10" ATK: +5 DEF: +1 <b>Fast Shot</b>
Mortars	Cost: 40 Range: 16" (minimum range: 7") ATK: +6 DEF: +2 <b>Deadly, Limited</b> Blast Radius: 2 ½" (Any units within 2 ½" of the target area take damage)
Medics	Cost: 30 Range: 6" ATK: +2 DEF: +4 <b>Light, Fast Shot</b> Ability: Can return any unit within 3" to full health once per turn.
Scouts	Cost: 20 Range: 6" ATK: +2 DEF: +3 <b>Scout, Light</b>

### **Combat**

- Both players roll 1d6.
- Add ATK or DEF
- Compare results
- If ATK is higher, it is a hit
- If not, a miss.

### **On Your Turn**

On your turn you can activate up to 5 units, or a number decided upon before gameplay begins. Activating a units counts as attacking with and/or moving it. You may also deploy 3 units if you choose to.

### **Tags**

<b>Tough</b>	Takes 2 hits to wound. All subsequent hit continue as normal.
<b>Deadly</b>	Deals 2 units of damage on hits instead of one.
<b>Anti Armor</b>	Can destroy cover units with one hit. Requires no attack roll but you cannot attack with any other units for the rest of the turn.
<b>Fast Shot</b>	Unit may re-roll it's attack if so desired. Second roll sticks regardless of what you rolled.
<b>Light</b>	Can move an extra inch when walking or rushing.
<b>Scout</b>	Deployed after all non scout units. Must be placed at least 12" away from enemy units. If both players have scout units, roll-off to see who places their units first.
<b>Limited</b>	Only 2 of these units can be purchased per 100 points decided on at the beginning of the game. This is mostly to keep players from having an overpowered army.

### **Movement**

Hold	Attack and don't move after.
Walk	Unit can move up to 6" then attack.
Clamber	Jump over a piece of cover then stop and attack.
Rush	Move 10" then stop, can't attack after.
Pivot	Unit turns up to 90 degrees. May attack after.

## **GLOSSARY**

*Activate*: Activate means to either attack or move a unit or vehicle.

*Blast Radius*: The range of an explosive attack (ie: Tank, Mortar, Grenadier). Blast radius is measured from the center of the base of unit being targeted.

*Deploy*: To place a unit on the battlefield.

*Minimum Range*: The closest a unit may target another unit.

*Round*: A set of 4 turns back and forth.

*Range*: The farthest a unit may target another unit.

## **CONTACT US**

Got questions or suggestions? Email Josh at [Zeldaboy64@gmail.com](mailto:Zeldaboy64@gmail.com)!

