

PLASTIC ATTACK

A quick and simple game for your action figure collection
2009 Domino Writing (dominowriting.com/games.html)

Object Of The Game

You use your characters to attack the other players' armies, and remove their figures from the game. When all of another player's figures are out of the game, they have lost. The last player with figures still standing wins.

What You Need To Play

- Each player will need a number of different action figures, typically between 2 and 5. They form the player's "army" of "characters." More than one player can have the same figure, but a single player can have only one of each type of figure. Variant figures (like "Superhero" and "Superhero In Cold Weather Gear") count as two different characters. There are no size or shape limitations to figures, though a vehicle or creature that a character is riding is considered a separate character in the army.
- A character card for each figure in the army. It lists four special actions selected specifically for that character. You can either use a pre-created character card or make one yourself.
To make a character card, simply pick three special actions (they can be three different special actions, two of the same type of special action and one other special action, or three of the same type of special action) from the list on the next page, and assign the one you think fits that figure best to the card ranks of Queen and Jack, the second-best special action to the card ranks of 10 and 9, and a third special action to the card ranks of 8 and 7. The Recover special action is always assigned to the card ranks of King and Ace, though the character card can have Recover assigned more than once.
- One 10-sided die for each character, placed on each character card to represent the character's "Power."
- A standard deck of playing cards without Jokers, shared by the players.

Set Up

1. Each player places his figures in a line, shoulder to shoulder, facing out toward the other players. They can be in any order, and carry any accessories the player wishes.
2. Each character card is placed behind the figure it is associated with.
3. Each player has 15 "Power Points" to assign to his characters. A character's Power number must be between 1 and 10. Every character in the army must have a Power number assigned to it, but some players may have more characters than others (for example, one player may have two characters, with Power numbers of 7 and 8, while another player might have four characters, with Power numbers of 5, 4, 3, and 3). Any Power Points not spent at this time are lost. Turn the 10-sided die on each character card to that character's Power number.
4. Shuffle the playing cards and deal one card to each player until one player is dealt an Ace. That player is the first player.
5. Collect the playing cards, reshuffle them, and deal three cards to each player. This becomes your "hand"; don't show your cards to other players. The other cards go face down in a draw pile in the center of the table.

Playing The Game

The current player draws a card or cards, enough to bring his hand to four cards. He then chooses one of his own characters to make an attack, and one of his opponents to defend against the attack. That opposing player is the defending player.

The defending player selects one of his characters to face the attacking character in a battle. Players don't have to move their action figures if they do not want to, but placing them a few inches in front of each line of figures may help remind players which particular character is attacker or defender this turn.

Each player then takes one card from his hand and holds it face down in front of him. When both players have picked cards, flip them over at the same time. Add the rank of the card to the Power number of the character used as attacker or defender to form a "combat total." Cards ranked 2 through 10 have the rank listed on the card. Jacks have a rank of 11, Queens have a rank of 12, Kings have a rank of 13, and Aces have a rank of 14. The suit of a card does not matter. If the attacker's combat total is greater than or equal to the defender's combat total, the attacking character wins the battle.

The defending character's Power number decreases by 1 (turn the 10-sided die to show the new Power number).

If the defending character's Power decreases below 1, the defending character is "captured." The character card and 10-sided die are removed from the game, and the attacking player takes the defender's action figure. Note: For a much quicker game, a character can be captured the first time it loses a battle.

If the defending character's combat total is greater than than the attacking character's combat total, the attacking player has failed. His turn is over.

If the attacking player wins the battle, and the playing card he used has a rank of 7 or more, a special action takes place, if the attacker chooses. Find the rank of the playing card on the character card and follow the instructions. Each character card has four special actions: one for a rank 7 or 8 attack, one for a rank 9 or 10 attack, one for a Queen or Jack card attack, and "Recover" for a King or Ace card attack. After the special action takes place or is set up, the attacking player's turn is over.

Place all playing cards used in the battle face-up in a discard pile in the middle of the table. The player to the left now takes a turn.

If there are no more playing cards in the draw pile, shuffle the discard pile, flip it over and use it as a new draw pile.

When all of a player's figures are captured by one or more attackers, he is out of the game. The last player with figures still in the game wins.

Possible Special Actions

Dodge: The next time the attacking player has to defend against an attack, the character he uses in the battle adds 5 to its combat total. This special bonus disappears after the battle is over.

Heal: The attacking player can increase any one of his characters' Power numbers by two. A character's Power number can go above the Power number it started the game with, but it cannot be increased above 10.

Intimidation: The next time the defending player is attacked, the character he uses in the battle subtracts 5 from its combat total. This special penalty disappears after the battle is over.

Knock Out: The defending player loses his next turn as attacker. He can still play cards as the defending player, but he does not draw new cards or attack any other player.

Luck: The attacking player selects one of his characters and rolls the 10-sided die used to indicate that character's Power number. The result of the roll, if it is higher than his original Power number, becomes the character's new Power number. If result is the same as or lower than his original Power number, the character's number remains the same.

Master Plan: The attacking player immediately forces one or more players of his choice to discard their hand and draw three new cards. The player taking this special action can discard his own hand if he wishes. Players who draw new cards take three cards, even if they had more or fewer than three before the special action takes place.

Mind Control: The attacking player takes one of the figures he has captured, along with its character card and a 10-sided die, and adds it to his army. It has a Power number of 1. If the attacking player does not have any captured figures, he cannot use this special action.

Quick Action: The attacking player immediately takes another turn, starting with filling his hand to four cards. After the turn is over, the direction of play reverses, so the player to the attacking player's right takes a turn (or vice versa, if this special action has been in effect before).

Recover (all characters have this special action for King or Ace cards): The attacking player takes one of his action figures captured by another player and places it back in line with his other figures. He also returns that figure's character card to the game, and sets the character's Power number to what it was when the game began. If the player has not lost any of his figures, he cannot use this special action.

Sharpshooter: Instead of decreasing the Power number of the defending character, the attacking player can choose any one of the defending player's other characters and decrease that character's Power number by one instead.

Shield: The attacking player places the playing card he used in the attack face up next to the character card for any one character in his army. The next time that character loses a battle, the player can discard the "shield" card instead of reducing his character's Power number.

Special Weapon: The next time the attacking player makes an attack, the character he uses in the battle adds 5 to its combat total. This special bonus disappears after the battle is over.

Vulnerable: The defending player places the figure that lost the battle face down in front of him. The next time that character is in a battle, it cannot use its Power number, only a playing card, to determine its combat total. After this special action takes effect, stand the figure back up. It is no longer affected by the vulnerability. If the defending player's figure has been captured, the attacker chooses another figure in the defending player's army to suffer this special action's effect.