

PLASTIC ATTACK

A quick and simple game for your action figure collection
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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 "Hero" and "Hero 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 up to 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 at the end of these rules.

Assign those special actions to the character in the order that they best represent the character: the best special action is assigned to card ranks of Queen and Jack, the second-best special action is assigned to the card ranks of 10 and 9, and a third special action is assigned 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 to more than one pair of card ranks.

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, roughly 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 must be between 1 and 10. Every character in the army must have a Power assigned to it, but some players may have more characters than others (for example, one player may have two characters, with Power of 7 and 8, while another player might have four characters, with Power 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 indicate that character's Power.

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 two 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 three cards. He then chooses one of his own characters to make an attack, and one of his opponents to defend against the attack. The current player is the attacking player, and the selected opposing player is called 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 the selected figures 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 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 is now **wounded**. Remove the 10-sided die from the defending character's character card and set it aside. If that character is used to attack or defend, it will not add its Power to its combat total.

If a wounded character is wounded a second time, it is **captured**. The attacking player takes the defender's action figure, character card and 10-sided die.

If the attacker's combat total is less than the defender'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 higher, the attacking player can also choose to use the special action listed on the character card for the attacking character that matches the rank of the card that was played. 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, he is out of the game. The last player with figures still in the game wins.

Possible Special Actions

Armor: 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 is wounded or would be captured, the player can discard the “armor” card instead of being wounded or captured.

Blast: The next time this player uses this character to make an attack, the character adds 5 to its combat total. This special bonus disappears after the battle is over.

Boost: The player can immediately increase any one of his characters’ Power by 2. A character’s Power can go above the Power it started the game with, but it cannot be increased above 10.

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

Explosion: Instead of wounding the defending character, the attacking player can choose any one of the defending player’s other characters and wound that character instead.

Intimidate: The next time the character that was wounded is used to attack or defend, the character subtracts 5 from its combat total. This special bonus disappears after the battle is over.

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

Master Plan: The attacking player immediately forces one or more players of his choice to discard their hand and draw 3 new cards. The player taking this special action can discard his own hand if he wishes.

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 of 1. If the attacking player does not have any captured figures, he cannot use this special action.

Recover (all characters have this special action for King and 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 to what it was when the game began. If the player has not lost any of his figures, he cannot use this special action.

Sneak: The attacking player immediately takes another turn, starting with filling his hand to 3 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).

Stun: 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.