

BRIKWARS

BUILDING BRICK COMBAT SYSTEM



RAGNABLOK EDITION

Title Page ►

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BRIKWARS

BUILDING BRICK COMBAT SYSTEM

Ragnablok Edition

By Mike Rayhawk

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BRIKWARS

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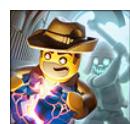
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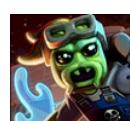
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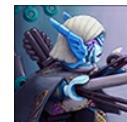
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The BrikPocalypse



The Deadly SpaceMan, the BrikVerse's eternal Dice Ex Machina.

IN THE BEGINNING, reality started in the middle, because the Great Builder ignores the instructions and starts building wherever He or She or They feel like.

IN THE MIDDLE, there was the Deadly SpaceMan, the most lethal being ever to exist.

The moment of the Deadly SpaceMan's creation was a point of narrative Kanon so powerful that it brought the whole timeline of minifig civilization into existence around itself, from its heroic Castle origins to its final foray into Space.

Even as reality raced to construct itself around the SpaceMan, he was already smashing it apart, hurling himself into a BrikPocalypse of universal warfare that compounded the force of Ossum faster than the nascent BrikVerse could adjust.

Spacetime cracked and shattered, sending jagged shards of itself into alternate dimensions and backwards and forwards across its own timeline. The orderly course of minifig history had no defense against the intruding fragments of reality, fishtailing drunkenly until loose chronological chunks carried the Deadly SpaceMan in to blow everything up and restart the cycle once again.

Over and over, reality seeded and re-seeded itself with every SpaceMan-induced crash and reboot, and each successive BrikVerse became richer and wilder and more ridiculous. New factions and characters appeared with Kanons of their own, adding to the flavor of the final universe-ending explosion but never preventing its arrival. With a dozen concurrent BrikPocalypses in progress at any given moment, it seemed that the BrikVerse's self-destructive prosperity would continue forever.

In this recursive paradise, minifig civilization grew decadent and half-assed. Whole playthemes fell to the sway of juniorized construction and Rainbowist heresies. Baseball-capped Dimmies amputated their own brains for a life of ecstatic fratboyism, and poop-eating Jaw-Jaws roamed the streets unchecked. Rumors of mysterious counterfeit minifigs infiltrating the highest levels of society went ignored.

At the depth of the BrikVerse's decline, the NegaVerse invaded.



In her devotion to all things awful, the Nega-BlokTrix strikes a spine-annihilating pose straight from the Human comics industry.

Unbeknownst to minifigkind, shockwaves from the BrikVerse popping like popcorn created knockoff universes in negative relief. Chief among these was the NegaVerse, a dimension of low-grade copies held together by the unreliable clutch power of the nefarious Nega-BlokTrix. Her invasion caught the BrikVerse's 2,001st Rekonstruktion unprepared, and minifig civilization fell on every front to her army of bargain-bin Poop Dragons and shoddy clones.

When the new generation of Deadly SpaceMen arrived to smash the 2,002nd BrikVerse into existence, it was already too late. Their strength was diluted by generations of spacetime copy errors and compression artifacts. Nullified by the crappiness of Nega Nahsome, their Ossum couldn't reach critical mass. For the first time, it looked like the BrikPocalypse would be called off, leaving the glory of the minifig species to dwindle uselessly into eternity as NegaVerse thralls.

But all was not lost. By the will of the Great Builder, a new breed of Heroes arose, honed in the eternal battle of the King of the Hill dimension and freed from rational behavior by rounds of Maniac Beer at the mythical Four Rums tavern.

Belligerent, foul-mouthed, and lacking any pretense of virtue, these champions channeled the finest vices of their patron Humans. The Almighty Benny, a genie of capricious destruction. Major Natalya of the Assyrian Star Empire, with her unassailable goderator complex. The mad inventor Brag Von Braggalot of Neo-Prussia. The vivisect Zahru Trollarm of Medivo and his tornado of blades. A hundred more, drawn from every corner of history and space. And from the Immortal Empire, towering over all by strength of all-consuming filth-mouthed psychosis, the deathless flame-wreathed skull of Warhead.

Giving no regard to the BrikVerse crumbling around them or the lamentations of the minifigs, the Heroes rallied their armies. With waves of invaders crashing on every side, the Heroes responded to the uncountable hordes as only Heroes could: without a moment's hesitation, they Heroically ignored the invasion front to attack each other instead.

War exploded from every corner of the BrikVerse as minifigs desperate for inspiration flocked to the Heroes' banners. Assyrian and Immortal space fleets collided, leaving Scythian and Gamma Corps planets destroyed in their wake. Bavarian sorcery clashed with Praetorian science, warping the beige carpet underlying reality to bring forth a monster beyond minifig comprehension: Princess the Rescue Kitten. A pair of galaxies were used as throwing weapons, causing even the Humans watching from outside space to wonder if things had gotten out of hand. But the Heroes' campaigns were succeeding. Their spark had ignited a flame of Ossum that even the bottomless mediocrity of the NegaVerse couldn't smother.

Into this moment, the BrikVerse's crappiest hour, the original Deadly SpaceMan returned to defeat the Nega-BlokTrix herself in single combat.

The destruction of the BrikVerse was saved, finally free to blow itself to bits and scatter itself over itself once again. But the victory wasn't without cost. The failures of the 2,001st Rekonstruktion reseeded the new reality along with the Heroes and their armies - all the Dimmies and Jaw-Jaws and Nega clones, scattered in foul pockets throughout space and time.

Worse, the new Heroes carried enough force of Kanon to create their own negatives in the knockoff dimensions. New anti-Heroes, villains on a level the BrikVerse had never seen, rose up to scheme and campaign for the prevention of destruction and strife, seeking to end the cycle of BrikPocalypses in a final Ragnablok of crushing tedium to bore the Great Builder into abandoning bricks and minifigs once and for all.

Now, at the dawn of a new Rekonstruktion, the BrikVerse is under siege by the Four HorseMen of Ragnablok. Lurking behind the scenes to seduce the unwary, the diabolikal incarnations of Peace, Order, Stability, and Poop threaten to fill the universe with blandness and inactivity, snuffing out the fire of minifig violence forever. Only the mad shenanigans of courageous Heroes ready to throw their lives away in service to nonsense and mayhem stand between minifigkind and an eternity of boredom.

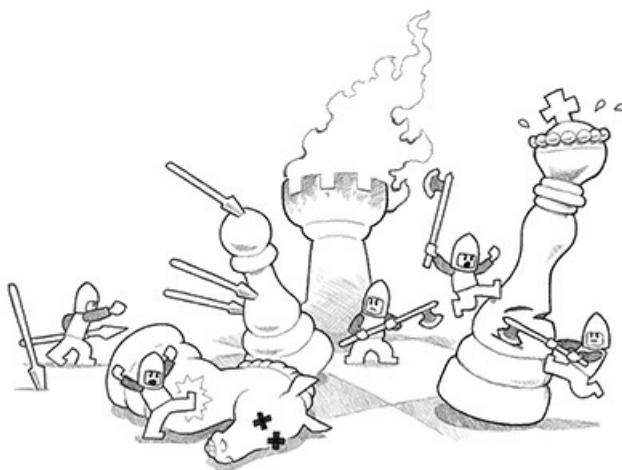
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The BrikWars Universe



*Inhabitants of a plastic-brick universe heed no laws of logic, continuity, decency, or moderation.
Unrestricted mayhem is the rule of the day.*

A Magikal Wonderland



BrikWars is a marvelous Pandora's box, an endless celebration of mayhem, where every Koincidence falls in favor of maximum violence and life is cheap, plastic, boxy, and bears only the most superficial resemblance to our world of flesh and mortgages. Time is marked from moment to moment by oscillating peaks of melodrama and troughs of absurdity. Rules of continuity and physics are as malleable as Humans in the 'real' world have learned to expect from a lifetime of superhero comics, schlocky action movies, and public education, and they're unrelentingly trumped by the dramatic requirements of the moment and the liberal application of Murphy's Law. Even the rules governing BrikWars itself are unresistingly overturned by a haphazard shrugging of shoulders and the Humans' mutual whim. Spelling is consistently poor.

Brik, Not Brick

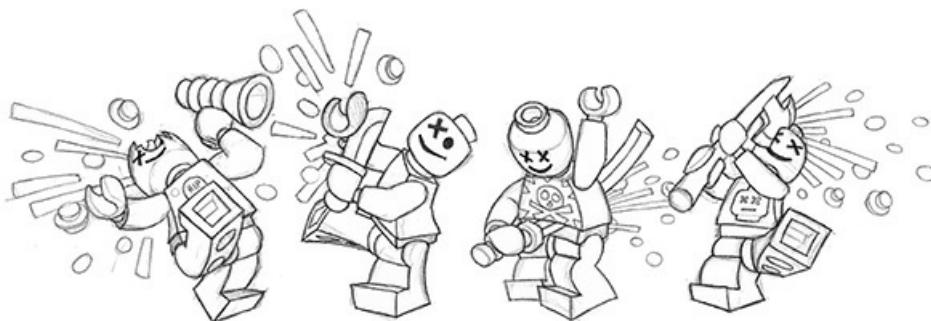
BrikWars is spelled without a 'c.' This is not a typo; this is part of the system's intrinsik nature. BrikWars turns a suspicious eye towards infidels who believe that rules are made to be followed. If there's a "right" way of doing things, including spelling, BrikWars stands in opposition to it.

The trappings of reality become 'realistik' when translated into BrikWars' realms: bricks become 'briks,' a mechanic becomes a 'Mechanik,' and acts of unconscionable and horrifying violence become 'Ossum.'

A Tradition of Gratuitous Everything

In their most dignified form, BrikWars conflicts pay witness to lovingly crafted scenarios and intricate models, presided over by serious wargamers and careful strategic thought, solemnly missing the point entirely. Dignity and BrikWars go together like one clone-brand brick with another: while they appear to fit at first glance, their attachment is brief and doomed to violent mutual repulsion.

BrikWars battles take place in a world of minifigs, and the minifig species draws its heritage from generations of hard-fought survival in the toy chests of six-year-old children. Whether knights, spacemen, construction workers, or chefs, their souls thrill with the racial memory of a time when a toy's highest calling was to do joyous and bloody battle with all challengers. In the primordial toybox, it doesn't matter if one toy is a fire truck and the other is a teddy bear, built to incompatible scales and originating from unrelated eras. It doesn't even matter whether they have anything to fight about. Pandemonium is the end in itself.



Like all toys, minifigs exist for the sole purpose of getting themselves killed in the most entertaining and gratuitous manner possible. Castle guys blasted by space cruisers? Sounds great! Sea pirates versus assault helicopters armed with laser-guided stealth buzzsaw sharks? Go right ahead! These are the battles that BrikWars was made for.

Minifigs are not bothered by their own grisly deaths, because they've seen so many of their families and friends killed in similar fashion and they know how hilarious it is. Unlike green army men (who tend to get melted) and action figures (with their unfortunate affinity for getting blown up with firecrackers), a minifig's later reincarnation is almost assured, either in whole or in distributed parts. Hideous disfigurements and glorious deaths are the high points in an existence otherwise spent lying around bored in a box of unused bricks. So if for no other reason, you owe it to the poor guys. Inject a little joy into their lives by slaughtering them en masse.

The BrikVerse

As the first BrikVerse to contain true minifigs, the 1,978th Rekonstruktion was considered the original version. Following its seminal destruction by the Deadly SpaceMan, broken shards of its reality ripped forwards and backwards throughout the past and across dimensions, shredding the fabrik of the Brik timeline.

In the new 1,979th Rekonstruktion, the broad strokes of history kept a similar shape, but holes torn by chunks of the SpaceMan universe tangled the flow of Kanon with new snarls and dramatic complications.

The Royal bloodline in their Yellow Castle remained pure and strong, but the countryside was now overrun with strange flattened trees and the terrifying anthrofig abominations of Furbuland.

The hat-based caste system of the industrial age frayed at the edges: some minifigs ignored their policeman hats and became drivers instead of cops, while others put on never-before-seen chefs' hats in a direct insult to tradition. Anarchist factions bucked the system entirely, going hatless and wearing nothing but hair like common girl minifigs - even though they were boys! Chaos reigned.

As the space age dawned, new SpaceMen inevitably rose up along with it, this time in warships of even greater sophistication and variety, breaking the universe even more thoroughly and efficiently than before. Shards of the second universe exploded across the timeline, joined by extra bits still flying around from the first universe, and Brik history was mixed up even further.

A new, third history coalesced, incorporating the broken pieces of the first two. Then a fourth, and then a fifth, in never-ending recursion. Each catastrophic iteration injected new waves of minifigs and constructions from all the antecedent realities, becoming ever more sophisticated and complex. The pure Royal bloodline split into endless factions, and the great Yellow Castle became lost to obscurity after the 1,983rd Rekonstruktion. Plants and animals appeared in greater variety, and the original handful of citizen hat castes multiplied into unintelligible minifig multitudes.

Even the mighty SpaceMen split into faction colors, and then into Trons in the 1,987th Rekonstruktion. Today they're succeeded by a senseless mishmash of space factions, far removed from the undiluted SpaceMen who still erupt at the close of every timeline to destroy the universe again.

(BrikWiki entry: [BrikVerse](#))

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General Ebus of the Imperial Magikstrate, veteran of a dozen hard-fought campaigns, braves interdimensional travel to face off against his most brutal adversary: the Novomir customs officer.

*Photo: Matt "Kastrenzo" Ryan
From "First Contact: Novomir"
Elements shown: LEGO*

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Todd and Eric are nice people and should not be blamed for the terrible turn this game has taken.

Copyrights and Trademarks



Dual-wielding lethal bureaucracy and cruel logistik, the Ministry of Economic Affairs oversees corporate regulations for the Imperial Magikstrate.

*Photo: Red Rover
From "The Imperial Magikstrate"
Elements shown: LEGO*

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Contact Info

If you have any further questions, please visit our online forums at <https://brikwars.com/forums> or e-mail the author at mike@brikwars.com.

Special Tanks



*Photo: Natalya
From "Assyrian Vanquisher Super Tank"
Elements shown: LEGO, beige carpet*

BrikWars is a game with a long history of misconduct and malfeasance, and its continued existence would not have been possible without the begrudging tolerance of a long series of gaming and construction-toy communities who really should have known better.

The Online Community



*Photo: Azmi Timur
From "Hyperion Tank [M:Throne Empire Series Ep.5]"
Elements shown: LEGO*

The first BrikWars battle report to hit the Internet was the "Guns of Brickston" mech battle between Shaun Sullivan and Eric Joslin in February 2000, and from that moment forward BrikWars has lived through its online community. Hundreds and thousands of players have left their mark on the game and its universe — many more than could ever be listed here. Their names, characters, stories, and photos fill the pages of this book.

Special tanks to the New England LEGO Users' Group and all the LUGs of LUGNET, BrikWars' first and greatest evangelists for its first decade online. Shaun Sullivan, Eric Joslin, Evil Wayne McCaul, Dave and Suzanne Eaton, Jennifer Finch, and all the rest of NELUG were instrumental in hacking and hammering at the game relentlessly in the early years and exposing its every flaw, almost as fast as I could introduce new ones.

Special tanks to the motley crew that straggled along through a long series of community hubs before we finally built our own giant ridiculous boisterous cacophonous home on the BrikWars server for the decade to follow. Our early forum superstars — Warhead, Natalya, The Almighty Benny, TheShadowscythe, IVhorseman, Tzan, Blitzen, Zahru II, Dilanski, and dozens more — set the foundations for years of convoluted trolling and epic satirical twists. As the community grew, these early pillars took on an ever greater share of community moderation and mentoring, making an impossible mountain of work into a merely extremely inadvisable one.

Special tanks to the new crop of superstars now in 2020, scattered out to Discord and Patreon and Twitch and every social media site you can name, streaming and chatting and creating and driving each other to all-new heights of brick-based destruction. Ninja_bait, Duerer, Quantumsurfer, Kommander Ken, Kaplan, Dienekes22, Bookwyrm, Aoffan23, and so many others are building and staging battles and minifig storylines on a scale I could never have imagined possible when I was typing the first rules drafts into an ASCII terminal in my college dorm.

And a very special tanks indeed to all the Patreon supporters over the past two years whose contributions have kept the rulebook and servers up and available through some lean months.

Game Inspirations



Photo: Kenny "Kommander Ken" Bush
From "The Frostborne Realm"
Elements shown: LEGO

BrikWars has existed in some form or another since our grade-school graphite-on-notebook-paper "Rules for Lego Warfare*" in 1989, but became much less unplayable over the intervening decades thanks to inspiration from several other games and designers.

Much of BrikWars' early philosophy and mechanics were inspired by R. Todd Ogrin and Eric O'Dell's *LegoWars** and *LegoWars II**, released to online bulletin boards and the Internet from 1991-1995 before being struck down by implacable agents of The LEGO Company who didn't approve in even the tiniest degree of these unauthorized uses of their LEGO® trademark.



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BrikWars' ill-advised attempts at satire were inspired by Vincent Baker and Lumpley Games' *kill puppies for satan* (2001). As a brutal deconstruction of the tabletop gaming ethos in 2001, the satirical thrusts of *kill puppies for satan* are uncompromising and surgically targeted, and thus much more successful than BrikWars' tone-deaf mishmash of incoherent swipes at whatever subject comes first to mind.

BrikWars' dice fetishism was greatly inspired by Lumpley Games' *Mechaton* (2006), later reworked as *Mobile Frame Zero 001: Rapid Attack* (2012) by Joshua A.C. Newman at the glyphpress. The Mobile Frame Zero community is morally and ethically superior to the BrikWars community, and their periodic callouts over the years when our satire misses the mark (or worse, hits marks it shouldn't have been aiming at in the first place) have been a source of unending mortification. They rightly approve of nothing we do here.

BrikWars' willingness to turn gonzo anything-goes broken game mechanics into a core asset were inspired by Palladium Books' *Rifts RPG - 1st Edition* (1990). Special tanks to Quinn Murphy of Thoughtcrime Games for his writing on this subject, and for years of foundational game design insight; his *Rights of Play* (2016) in particular were transformational for the BrikWars community.

Our love of sidebar text and our abject surrender to metastatic scope creep were inspired by Steve Jackson Games' *GURPS Third Edition* (1986).

Our opposition to our own rules was inspired by the misleading tagline for Mayfair Games' license of *Cosmic Encounter* (1991), even though "the game that breaks its own rules" turned out to be more of a game that offers a limited selection of minor self-modifications. It was a huge inspiration for us later when Brian Tivol (later of Pair-of-Dice Games) explored the premise for real in *Nomopoly* (1997).

My Poor Family



Photo: Dilanski
From "Praetoria Rising"
Elements shown: LEGO

Special tanks to my family, who've somehow tolerated the past decade of late nights and disrupted sleep as I tried to stay one step ahead of the unrelenting madness of the BrikWars community. They've served as both playtesters and sounding boards for my half-baked ideas, and suffered through years of terrible jokes over the dinner table as I worked to make them even more terrible in order to meet the rulebook's bottomless standards.

Special tanks to Manda for web design and back end support, and for processing hundreds of pages of online text for print. Special tanks to Skylar and Tabi for their work keeping the newsfeed updated, and for keeping us mindful of how real kids play with real bricks in the age of the Internet. Special thanks to Max for being a crazy baby and reminding us how great it is to stack things up just to smash them down again.

Our Generous Patrons

Finally, special tanks to our Patreon backers who kept the project afloat through a couple rough years of pestilence, famine, and literal plague. Your generosity kept the servers running and made it possible to maintain forward momentum as the whole world came crashing down like so many knockoff-brand construction bricks.

Matt Paulson

Kenny Bush

Alyssa Harrington

Dillan Davies

Keith G Bennett

Asa Harrison

Oswald Hurlem

Morgan Nissen

Bookwyrm

Jason Potter

Ryan Krauss

Kevin Carter

Cyka Blyat

Joni Ceceri

Maverick

Barrett Velker

Ben Doran

The Shadowscythe

Torstein

Davyn Wagner

Geddy Cary-Avery

David Piccinini

MadMario

Shane Gregory

Ian Kirkland

Paul Swan

Marc Ruhnke

Kat Hartog

Rylan Close

KaiserFalk

CrlBlcksmth

Silas Waltzer

Michael Sisson

Matdes
Peter Lange
Mr. Man
Ryer Tonic
Anthony Fehr
Bernardo Silva

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Chapter 1: Gameplay

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CHAPTER ONE**Gameplay**

Unsophisticated players might think that the Letter of the Rules is more important than the Spirit, but the Letter is a lot less likely to sneak up behind you with an axe if you abuse it.



Almighty Benny and Major Natalya settle their BrikWars differences over a high-stakes game of Nano-BrikWars, proving themselves to be deadly metagamers.

Elements shown: LEGO, Nanoblock, die

Little is known about Humans, but this much is fact: young or old, rich or poor, all Humans harbor secret toy armies and dreams of conquest. Anyone failing this requirement is either not a real Human or has forgotten how to be one.

BrikWars provides a safe and comfortable setting for construction toy armies to mutilate and slaughter one another for the entertainment of their Humans. Unlike less serious wargames, BrikWars is about combat between the toys themselves. Players take turns moving toy troops and toy vehicles through toy terrain to attack one another with toy weapons and die horrifying toy deaths. The conflicts can be large or small, balanced or skewed, orderly or chaotic, as long as they deliver the mindless violence on which minifigs' psychological health and happiness depend.

1.1 Overview

Elements of Play



Bricks

Bricks are the fundamental physical material making up the worlds of BrikWars. An individual brick is called a **component**: the smallest physical piece of an object that can't be disassembled any further, like a brick in a wall, the head of a minifig, or the entire body of a horse. Most objects in BrikWars are built from plastic construction bricks, but non-construction toys and other components are included as well; minifigs can't tell the difference.

It's good to have a supply of spare bricks close at hand. Players can whip up a costume change for their Hero, craters and debris from explosions, support stands to hold unexpectedly airborne minifigs aloft between turns, and any other objects that might appear as the result of events spinning completely out of control. Extra blood and fire elements become increasingly useful as a battle drags on.



Minifigs

Minifigs and their violent passions are the heart and soul of a BrikWars battle. The minifig is the basic example of a **unit**: an active combatant within the game with the ability to engage in independent Movement and Action.



Dice

Dice are spirits of chaos that power all meaningful events in BrikWars, bound in plastic and geometrically determined to thwart their Humans' plans. The minifigs' ability to take Action and do Damage is determined by the Action dice that animate them and the Damage dice they control.

The more dice, the better. Players can pass communal dice back and forth, but play goes much more smoothly if each player has their own set of dice to roll, preferably in their own color.



Gratuitous Violence

Gratuitous violence is both the means and the justification for all minifig behavior. Every minifig activity from peace negotiations to gardening to basic dental hygiene has gratuitous violence as its end result.

Setup



Besides being easier to assemble and play on, quick terrain built with boxes and colored felt feels more natural and realistic to a minifig than the over-precious model landscapes of other wargames.

*Photo: Bálint Kapos
from the BrikWars Facebook group*



Olothontor and Kidko find themselves in a zombie-infested museum. Very quick games can be thrown together by scribbling out maps onto sheets of paper.

*Photo: Kidko
from "Zombie Survival"*

Players prepare for BrikWars by assembling armies, fortifications, and scenery as dictated by the imagination and toy collections of the Humans involved. Plastic brick construction is best, allowing forces and landscaping to be modified on the fly to reflect damage, equipment changes, and dramatic posturing, but armies of stuffed animals and action figures can march through book-stack mountains and shoebox buildings using the same rules.

A typical BrikWars battle has two to four players with a dozen units each, fighting over a tabletop-sized battlefield (either a literal tabletop, or a tabletop-sized area of the floor), lasting two or three hours or until players decide it's time to stop.

Battles can of course be much larger or smaller, from single-combat duels between lone Heroes in tight arenas, to quick-paced skirmishes between several dozen small teams all seeking to steal the same prize keg of Maniac Beer, to epic multi-faction zombie invasion campaigns run online with thousands of minifigs and taking months to complete.

The First Battle

For new players, the best way to learn BrikWars is to find an experienced player to teach them all the rules completely wrong. If there are no experienced players available, they can group up with other new players and learn everything completely wrong together. If none of those are available either, opponents built out of bricks are just as good and often smarter.

For their first few battles, new players can toss a handful of minifigs on the field, read a chapter or two of the Core Rules, and duke it out immediately. The players can add more chapters as they become comfortable with the rules they're misusing, or stick with (or return to) the simpler rules according to enjoyment. If they get as far as Chapter Six: Heroes, every player can promote their most ridiculous minifig to Hero and keep fighting.

For their first battlefield, players should start small, placing armies a foot apart with some simple buildings or obstacles in between to break their line of sight. This will give minifigs the opportunity to seek out cover and maneuver for advantage without needing to cross a lot of ground to reach direct combat range, and let players get comfortable with doing everything wrong right away.

Playing a quick tight skirmish to become familiar with the flow of the game will give new players a much better idea of what size and type of battles they'll enjoy before they jump into larger and more complex engagements.

Once the battlefield and armies are assembled, players assign a turn order and starting locations by any combination of scenario requirements, mutual agreement, and dice-rolling, and then combat can begin.

If one player designed the battlefield, it's customary to allow the other players to have first pick of starting locations.

Taking Turns

Delaying a Turn

Turns can come up when players or their troops aren't ready to take them. Soldiers may be waiting to coordinate with allies or spring an ambush. Humans may be taking a long time in the Human bathroom, or may have just been kicked in the Human groin and can't get up off the floor for a few minutes.

The current player (or other impatient players acting on the current player's behalf) can delay their turn for a more opportune time. Their turn is put on hold, and the turn order continues as normal. Once the delayed player is ready to proceed again, they can un-delay and take their turn after whoever is the current player, and this becomes their new position in the turn order.

If a player delays for so long that their turn comes around again naturally, they don't get to take a double turn - they delayed too long and missed their chance.

Remote Turns

When they have trouble finding local opponents, many players take their battles online, hosting or joining battles on online message boards or over webcams and chatrooms. Many of the photos in this rulebook are taken from a decade of players' online battles.

Remote play comes with its own set of remote problems - players and hosts can reliably expect to have their orders and tactical overviews misinterpreted in ridiculous ways. This remote fog of war should be considered a feature rather than a bug.

What's more difficult is scheduling remote turns. Inevitably, one or more players will fail to post their orders in a timely fashion, and the host should have a plan in place for players who go missing.

Depending on the size and type of battle, the host might ask players to supply standing general orders for when specific orders don't arrive in time, reward responsive players by running orders in the order they're received, skip missing players' turns or turn their forces over to stand-ins or backups, or they might take over abandoned factions themselves.

One at a time, each player takes a turn, conducting Movement and Action for each of the active units under their control. When they've completed maneuvers for all of their units, the next player's turn begins. When all surviving players have taken their turns, the cycle begins again with the first player.

While it's easiest to pick a turn order and stick with it, players can mix the sequence up as they see fit. Some players like to roll dice to randomize the order of each cycle of turns, or to let the current smallest army decide the turn order each round.

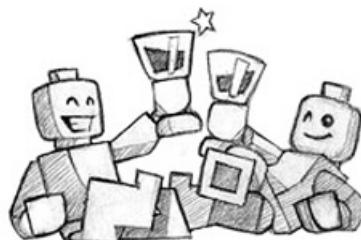
When players are allied, or their forces are too far apart to interact, it can save time to run multiple players' turns simultaneously until they're in position to start killing each other like civilized minifigs.

Once Per Turn

When a player can use an ability "once per turn," the ability resets at the beginning of that player's own turn, ignoring those of other players.

When an ability can be used "once on each player's turn," the ability resets at the beginning of every player's turn, whether belonging to the unit's own player or an opponent.

Victory



It's not especially important for any one player or team to "win" a battle. Dying horribly in some ridiculous fashion is always funnier than surviving horribly in some ridiculous fashion, and BrikWars is set up to favor the optimum result of the complete destruction of all participants, bystanders, and scenery.

Final victory goes to forces of nature or deadly catastrophes as often as to any of the players. Fire, explosive decompression, and "I told you to put your toys away twenty minutes ago" have winning records that no Human strategist can hope to match.

The classic BrikWars conclusion is for the entire battlefield to be destroyed in a cataclysmic fireball. This is considered a victory for all sides.

License to Kill

When minifigs battle, it's never over something worth fighting for. Causes like civil liberty, economic justice, or species self-preservation elicit nothing more than reliable yawns compared to disagreements over beverage brands, musical taste, t-shirt colors, or religious faith. Just like in Human conflicts, only the most face-slappingly stupid trivialities have the power to rise above petty rationality and inspire mass murder.

No battle should ever end with any faction holding the moral high ground. As in real life, this is considered a loss for all sides.

Objectives



General Yadlin briefs Nyphilian cabinet members on the success of PandoraNuker's objectives in Project Orion, despite his having later become the hated war criminal FedoraNuker.

Photo: beluga
From "The Military of Nyphilis United"
Elements shown: LEGO, iPhones



Regardless of the "official" mission objectives, reducing a pristine battlefield to complete chaos is a clear victory for everyone.

Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO



Minifigs are notoriously poor at sharing. There's nothing in the world they won't use as justification for mutual homicide.

The simplest battles have no larger goal. Minifigs holding weapons don't need an excuse to run around whacking each other with them. When the dust settles on the piles of and dismembered limbs, success is measured solely on whether this battle was crazier than the battle before, and by how much.

In (marginally) more serious games, minifigs fight for a higher objective — stealing the enemy's secret taco recipe, assassinating a meddling peace delegation, or heaping the largest pile of skulls for the glory of the Stud God.

Objectives work best when they're aggressive and specific, driving minifigs away from safety and into direct confrontation. Specific targets to destroy, murder, or steal make for exciting battles. Passive goals like defense or escape should be treated with disgust if they're tolerated at all.

"Survival" is never a worthwhile objective. Any minifigs saddled with such a repugnant goal should ignore their Humans' orders and kill themselves immediately in protest.

1.2 Numbers



Units in BrikWars are defined by their physical construction and positioning. Players don't need to refer to pages of charts and graphs to see if a minifig's shopping cart has been returned correctly, if the minifig policeman is holding a chainsaw, or if the cable news channel's cameras are pointed the right direction to record fair and balanced video of parking lot justice being served. The plastic figures speak for themselves.

Some attributes aren't obvious from the physical models. In-game abilities like a shopper's running speed, a policeman's lumberjacking skill, and a chainsaw's effectiveness versus escaping minivans are represented by numbers and die rolls. BrikWars' moment-to-moment chaos is built up from orderly numerical comparisons.

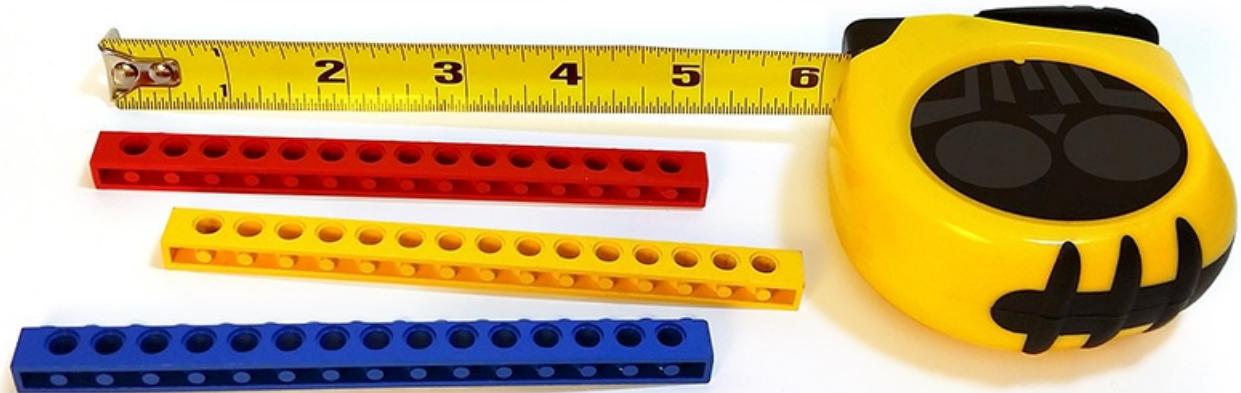
Inches



The blessed RulerBokken exacts disciplined measurement in the hands of White Nun and the Purification Sisters of Saint Attila.

[Wiki: White Nun](#)

In BrikWars, movement and weapon ranges are measured in inches. If players are opposed to inches, they can use any alternate system of measurement that seems reasonable. An inch is about three centimeters, the length of three construction studs, or the height of three construction bricks. It's not important whether the conversion is exact, as long as everyone's using the same system.



The length of a sixteen-stud brick is exactly five inches, a standard measurement distance for movement and ranged attacks.

Vertical Inches

When measuring between elevations, downward motion is always free. Whether firing arrows over a wall, launching a school bus off a ramp, taking sniper shots from a guard tower, or stepping off a diving board into a volcano, minifigs can measure to any point above a target rather than to the target itself.

Dice

More Ways To Die



While dice are limited to **d6**s and **d10**s in the Core Rules, dice variations become much more important in **Book Two: MOC Combat**. The five main die types (plus a sixth forbidden die) are presented in **MOC Combat: Fancy Dice**.



An assortment of **d6**s, **d10**s, and one glass **d20**. You will almost certainly never need a **d0** in BrikWars.

The result of this unusually lucky roll is $0 + 6 + 6 + 6 + 6 + 6 + 6 + 10 + 10 + 10 + 10 + 10 + 10$, or 86, ignoring the possibility of Bonus Dice. Whether or not a roll of 0 on a **d0** earns Bonus Dice is undefined.

Elements shown: dice

The D Word

Unlike Humans, a minifig's fundamental biologikal processes are based on plastic and die rolls rather than hydrocarbon-based cellular metabolism and memes.

Minifig children learn the basics about their **d0** in controversial Six Ed classes, while rumors of more exotic dice are spread in salacious whispers behind closed doors. Religious and moral leaders forbid the use of four-letter obscenities like "dice" and "roll," making them incredibly popular in insults, comments sections, and basic minifig dialogue.

Like all really good curse words, the D word can fill any grammatical role in a sentence, and can stand in for any concept or subject with proper context and emphasis.

Euphemisms for "dice" include "bones," "craps," "a pair," and "the D," allowing minifig expletivists to construct advanced phrases like "I don't give two craps how boned we are, if we don't roll in like we've got a pair we're never getting that D."

Dice are the animating power that allows inert toys to rise up and take violent action against each other.

A minifig without dice is a smiling lump of plastic. A minifig with dice is a smiling lump of plastic who can run, play, drive, operate heavy machinery, plant explosives, and use farm animals as projectile weapons.

BrikWars uses die rolls to reflect the unpredictability of minifig efforts. If a minifig fires a pistol at an opponent, sometimes he'll hit, sometimes he'll miss, and sometimes he'll "accidentally" shoot his own commanding officer. If the bullet strikes a target,

sometimes it will do enough damage to kill, sometimes it won't, and sometimes it just makes the minifig's superior officer very, very angry. Die rolls determine the outcome of actions whose effects aren't guaranteed.



For the Core Rules, dice come in two flavors: the **d6** (d6) and the **d10** (d10), named according to the number of faces on each die. The six-sided d6es ("dee-sixes") are regular cube-shaped dice like you might find in any lesser board game. Ten-sided d10s ("dee-tens") are less common; players might have to do some shopping at their local gaming store or online to stock up. d6es are used for almost all normal action in BrikWars, while d10s are reserved for specific types of high-powered combat.



If players don't have a ten-sided die, they fake it. With a marker or stickers, they take a regular d6 and replace the 4 with an 8, and the 2 with a 10.

Is this exactly equivalent to a true d10? Not really. Does it matter? See *The Law of Fudge* later in this chapter.

If players don't have any six-sided dice, they're on their own.

Dice Colors

In this rulebook, dice and other icons are given colors to match the effects they're associated with. This is solely to help find relevant rules on a page more quickly. Readers who are colorblind or reading from black-and-white printouts aren't missing anything critical.

Yellow: Action

Green: Movement and Range

Red: Damage

Blue: Armor and defenses

Rolling Dice

Die rolls are described according to the number of each type of dice involved, plus or minus a **modifier** number (if any). A roll of 4 d6 means the results of four six-sided dice added together. 1 d10 + 2 is a roll of one ten-sided die with two added to the result. 17 d6 + 23 d10 + 0937 means rolling seventeen six-sided dice and twenty-three ten-sided dice together and adding BrikThulhu's holy number zero thousand nine hundred thirty-seven to the result, which players will hopefully never have to do.

No matter how negative a modifier may be, the lowest possible result for any die roll is zero. A roll of 1 d6 - 1000, for instance, will always have a simple result of zero unless a player's luck with Critical Rolls defies belief.

Critical Rolls

Rolling dice in BrikWars is never a sure thing. No matter how easy or difficult the task, as long as at least one die is rolled, there's always a chance to defy the odds through Critical Failure or Critical Success.



Critical Failure

If all the dice in a roll come up "1," then the roll is a Critical Failure, regardless of other pluses and minuses. Whatever task a player or unit was attempting fails completely, no matter how easy it might have been.

Many player groups use Critical Failures as opportunities for slapstick. Their Critically Failing minifig might have to choose between breaking his weapon, slipping and falling on his face, or accidentally slaughtering his friends and loved ones. For further ideas, see Something Bad in 5.1: Making Attacks.

Critical Success

When rolling any number of dice, for each die that comes up on its highest-numbered face (a six on a $d6$, a ten on a $d10$), the player may add +1 $d6$ to that roll as a **Bonus Die**. The same holds true for the additional dice rolled – any sixes rolled on the Bonus Dice continue earning additional Bonus Dice.

A player may elect not to roll a Bonus Die that they earned, for whatever reason.

Action Rolls, introduced in 4.2: Action, earn an even crazier version of Critical Success called Over the Top Action.

Example: Bonus Dice

Example: A player makes a lucky roll on 2 $d6$ + 1 $d10$.



2 6 10

The $d10$ and one of the $d6$ es roll their highest numbers - a ten and a six, respectively - each earning an extra Bonus Die.

+ 6 1

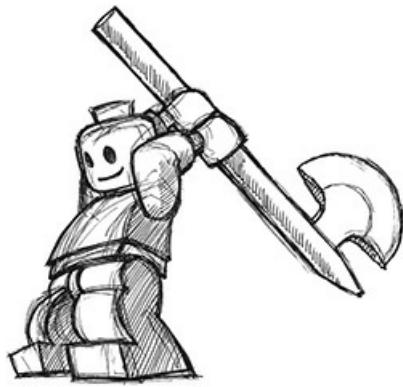
The player rolls the two Bonus $d6$ es, rolling a six and a one. The six earns another Bonus Die.

+ 6

The player rolls yet another six. The total roll is now 2+6+10+6+1+6, or 31.

The player could continue rolling Bonus Dice for as long as they keep rolling sixes, but at this point they decide to stop before the other players realize they're using a weighted $d6$.

1.3 Proper Observance of Rules



The right answer is the wrong answer if it takes more than thirty seconds to look it up. When checking a rule isn't worth the effort, it's better to axe a stupid question.

Rules are for the small-minded and weak. Let some first-graders loose with a collection of bricks and watch the way they play. All the drama, death, and explosions anyone could want, and they won't have to crack open a rulebook even once.

How is it that they're so much smarter than adults? The answer is that adults have been subjected to many more years of forced schooling than the kids have. Wait until the kids turn eighteen; they'll have become just as slack-jawed and dull-eyed as any other Human.

BrikWars has a lot of rules. Players who've felt the sting of the compulsory education system will respect these rules, because the rules are written down in a book and some of them are even capitalized.

For players whose lives went so badly that they attended college as well, there's a risk that they'll not only shackle themselves to these rules, but will then twist them to their own ends, weaseling out loopholes and exploits to cleverly frustrate the other players and ingeniously prevent fun for the entire group.

Players engaging in rules-lawyering and munchkinism have missed the point of BrikWars. If possible, they should schedule some time with actual children and try to remember all the things they've forgotten about having fun.

The reason BrikWars has so many rules is that it's a lot more fun to flout a large rules system than a small one. Rules should be

treated as a springboard for imagination rather than as a leash for self-enslavement. But not everyone is ready to live without the safety net that a rules system provides, so before going any further, here are the three most important rules in the game.

The Rule of Fudge



Inspired by divine fudge, these formerly dreary and law-abiding citizens have turned to a fulfilling life of crime. The power of fudge overrides all laws.

Elements shown: LEGO, fudge

THE RULE OF FUDGE

Fudge everything your opponents will let you get away with.

If left unchecked, rules-obsessed players can track events down to the tiniest detail. Turns take hours, everyone loses interest, and no one wants to play a second time. This is for the best. Those players should give up on construction bricks and donate them to someone with an imagination.

Just because players can assign die rolls to every sneeze and trace the trajectory of every blown-off body part doesn't mean they should. The most probable results are very often the least ridiculous, and why bust out calculators just to spend more time having less fun? Except when opponents insist otherwise, the bulk of the action should be resolved by rough estimate, arbitrary fiat, and a generous supply of hand-waving.

Given the opportunity, players should always **fudge** in favor of mayhem. Don't waste time on stuff nobody cares about. Following the rules should be an even lower priority than worrying about who's winning. Getting some laughs during the battle and having a good story to tell afterwards are the primary goals.

Remember that while you're fudging everything your opponents aren't objecting to, they're trusting you to set the limits on their fudging in return. They won't know what degree of rule-minding you're most comfortable with if you don't tell them.

What I Say Goes

The Nuclear Option

Traditional wargamers sometimes react badly to BrikWars' opposition to its own rules, especially when it gives their opponents a blank check to break the game at will. "What," they ask, "prevents anyone from using What I Say Goes to declare all of my soldiers destroyed by Koincidentally precise meteor strikes?" The answer is: nothing at all.

What I Say Goes Rolls are good for mediating disputes and introducing new material outside the scope of the rulebook, but they also give every player at the table a nuclear option. Regardless of whether you're following the letter of the rules, if the other players don't feel that you're playing in good faith, they'll pull the What I Say Goes trigger.

WHAT I SAY GOES

Players are smarter than rulebooks. Especially the ones with the highest dice rolls.

There are times when players disagree, when the best course of action isn't clear, or when no one remembers a rule but it's not worth wasting time to look it up. Can zombie bites convert bears into zombie bears? Can archers fire longbows from inside a garden hedge? Magnets, how do they work?

If there isn't a quick consensus, then it's time for a **What I Say Goes Roll**. Every interested player (along with any sufficiently opinionated bystander) states their position. All participants roll dice, re-rolling ties if necessary. The player with the highest roll wins, and What They Say Goes.

Everyone's the Boss of Their Own Toys

EVERYONE'S THE BOSS OF THEIR OWN TOYS

Don't break people's stuff without their blessing.

BrikWars works best when game effects are reflected in the physical objects. When a minifig gets decapitated, the head is removed and knocked aside. When a tank gets blown apart, the model is smashed to pieces and scattered across the battlefield. When land mines explode underfoot, holes are chainsawed into the table surface to show where the craters are. When the doomsday nuke goes off, players set their house on fire.

Surprisingly, not everyone is happy to see their prized constructions, furniture, or home equity destroyed for the sake of BrikWars realism. They may doubt their ability to put their favorite models back together again after the battle, or they might worry about losing valuable elements when all the pieces get mixed up. They may be thinking ahead to the tedious job of explaining completely justifiable arson to an insurance adjuster.

No matter how poor the excuse, **Everyone's the Boss of Their Own Toys**. If a player or other concerned bystander doesn't want their stuff broken, don't break it. There are other ways to track damage to enemy units and structures and players besides busting pieces off of them, even if it's not as much fun. If you don't know whether someone is excited about the idea of you breaking their stuff, ask.

Even more important than their physical models, players can be very protective of their characters and storyline. Players should resist the urge to What I Say Goes an opponent's twenty-year epic with a cast of thousands into a black hole for the sake of making their own half-assed army they invented over a lunch break seem two percent cooler. Regardless of what happens on the battlefield, players are the bosses of their own storylines. If they don't feel that other players are treating their Kanon with respect, their plot twists will be vetoed.



When constructing BrikThulhu, it's important to keep a supply of flowers close at hand for the sake of omitting them.

Elements shown: LEGO, Mega Bloks

The Book of BrikThulhu

BrikThulhu (10.4: Monsters) feasts on the obsession of Humans, and wargames are one of his many lures.

The Human who understands all of a wargame's rules system is just as useless to BrikThulhu as the one who understands none of it. The perfect rulebook is one that holds its Humans in the liminal space between, perpetually on the verge of comprehension and never achieving it.

Every rulebook inconsistency and difference of interpretation is another construction brick in BrikThulhu's cyclopean Tower of Babel, rendering players incomprehensible even to each other. A truly effective rules system is a labyrinth of tantalizing ambiguities that hook and constrict like tentacles, dragging victims into arguments and flame wars that repulse the rest of Humanity.

Like Human legal systems, religions, marketing copy, and end user license agreements, a good rulebook increases its Humans' isolation and paranoia with every turn of the page, binding them ever more deeply to the game they use to oppress themselves and inexorably into BrikThulhu's cephalopodan embrace.

(BrikWiki entry: [BrikThulhu](#))

How to Use This Rulebook

A builder with a limited brick supply will try to use every last element. A builder with a larger supply learns to be more selective. The BrikWars rules are a very large pile of bricks, and it's rare that players will have a need for all of them at once.

The rulebook is organized around increasing levels of player investment. The book divisions mark the three main levels of play:

- **Book One: Core Rules** covers basic minifig-on-minifig violence.
- **Book Two: MOC Combat** adds siege-level fortresses and war machines.
- **Book Three: Heroic Escapades** throws them all into ongoing strategic campaigns.

Numbered chapters are considered essential; each new chapter builds on the numbered chapters preceding it. Chapters marked with letters and symbols are supplemental and can be swapped in and out without damaging the core system.

Players can stop after any chapter and have a complete game. A first-chapter game will be all hand-waving and What I Say Goes Rolls, good for pick-up games and quick backstory resolution. A second-chapter game is good for introducing the basic system to Human children and players new to miniatures wargaming. Experienced gamers can start by reading up through Chapter Six: Heroes, treating the remaining chapters as inspirational grim warnings and tempting forbidden lore.

Once they're comfortable with the systems, seasoned BrikWarriors are free to switch between rules levels on the fly based on how invested they are in the units currently getting wrecked, how much time they have left before bedtime, and which type of beverages they've chosen to drink too many of.

Chapter 2: The Mighty Minifig
2.1 Minifig Attributes
2.2 Minifig Armies

CHAPTER TWO**The Mighty Minifig****Plastic-Based Life**

In BrikWars, living or independent units are called *Creatures*, and minifigs are the most common example. Rules for creating modified minifigs and other custom Creatures are found in **Chapter Ten: Creatures**.

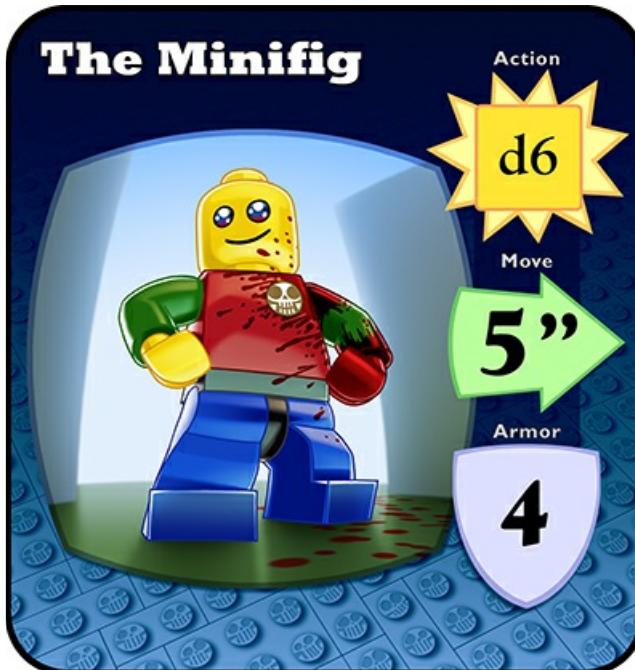
A **minifig** is a cute and friendly-looking fellow, but don't be fooled. Behind that lovable exterior is a remorseless killer. A minifig will hack a Human's heart right out of their chest if he thinks he can get away with it - his minifig village could live for months off the meat. Failing that, he's happy to go on massive fratricidal rampages in hopes of gaining favor with his Human overlords.

2.1 Minifig Attributes**Double-Sided Stat Cards**

Stat cards are designed to be printed out and folded over, with the minifig's portrait on the front and detail text on the back. Players can give their cards added body by folding and gluing the printout around a piece of card stock before cutting the edges out.

Advanced minifig Specialists introduced in later chapters will have expanded rules text for their Specialties on the backs of their cards. The basic minifig has no Specialties, and so the back of his card is used as a simplified cheat sheet for his movement and combat abilities introduced in **Chapter Four: The Player Turn** and **Chapter Five: Combat**.

The Minifig



The Minifig

Action: d6 Move: 5" Armor: 4

A minifig's only love is killing, and he's much better at it than most Humans expect. The only time one of these lethal murder machines has a smile printed on his face is when he's fresh from the kill.

Movement

A minifig has 5" of Move, allowing him to move 5" on his own turn. If he's reduced to Half Speed, each inch traveled costs 2" of Move instead of 1". (Chapter Four: The Player Turn)

Action

A minifig has one Action on his own turn with a die of d6. Once he takes his Action, he can't take another until he gets a new Action on his next turn. He can spend his Action to Sprint, running an extra 2" inches in a straight line, or to Bail in response to an enemy Action, jumping 2" inches away to attempted safety. (Chapter Four: The Player Turn) Or he can make an Attack with an appropriate weapon, hitting a target in range if his d6 roll equals or exceeds the weapon's Use number. (Chapter Five: Combat)

Armor

A minifig has 4 points of Armor. Damage less than 4 points has no effect on the minifig, while Damage greater than 4 points kills him. If the minifig takes exactly 4 points of Damage, he chooses between being Disarmed! and dropping a weapon, Struck to the Ground! and Disrupted, or Mortally Wounded! and dying at the end of the current player's turn. (Chapter Five: Combat)

(Download the minifig card)

Despite his shocking misanthropy, a minifig is a simple creature, defined by three attributes: **Action**, **Move**, and **Armor**. (In later chapters, advanced minifigs will also have a **Specialty** that gives them extra abilities.)

These attributes are described on a minifig **stat card** like the one above. Players fielding a large number of different kinds of minifigs can print or photocopy their cards for easy reference during battle. In the Core Rules, however, most minifigs are exactly the same, distinguished only by their choice of weapons and equipment.

The Minifig Gender Monotone



While Humans come in a dizzying variety of genders, minifigs are limited almost exclusively to one, thanks to the gendercidal efforts of the Fedophile and his army of sockpuppet minions.

Browsing the shelves of Human toy stores, the success of the Fedophile's campaign speaks for itself. Across construction toy brands, non-male minifigs are outnumbered by male minifigs by twenty to one if they haven't been eliminated entirely.

As heinous a crime as that is, toy industry gendercide was only the first step in the Fedo plan. The true atrocity was in convincing Humans that shelves full of male-only construction toy lines make perfect sense and aren't even slightly a cause for boycotts and violent uprising.

The words "he," "him," and "his" appear more than 0937 times in this rulebook, and every one of them should make you angry.

(BrikWiki entry: [Fedophile](#))



Action: 

see 4.2: Action



Element shown: 1 

A minifig's life, soul, and power to take action are granted by his **Action Die** (). The Action Die's faces are the composite sum of the minifig's natural aptitude, training, and luck.

The minifig's Action die of  means he's powered by a standard six-sided die. The minifig's player rolls this  in an **Action Roll** to determine the outcome of his Actions whenever the difference between potential success or failure is funny enough to justify rolling dice. If the minifig's Action Roll matches or exceeds the **Use** number of the weapon he's attacking with or the Action he's attempting, his efforts succeed.

An Action Die gives a minifig one **Action**, which he will ideally spend to attack an enemy minifig. A spent Action recharges at the beginning of the minifig's next turn.

Basic Attacks

Minifigs use their Actions for all kinds of misbehavior, from Sprinting and Bailing to stealing cars and playing video games (4.2: Action). But the only Actions anyone cares about are attacks, and players can save themselves a lot of trouble by sticking to basic attacks and ignoring the rest of the rulebook.

Basic Close Combat Attacks



A Hand Weapon is the simplest minifig weapon. (3.1: Close Combat Weapons)

A minifig with a close combat weapon can try to whack any other minifig close enough for him to touch with it. He spends his Action and rolls his Action Die.



If this Action Roll comes up as a 1, then the minifig's attack misses.



On a 2 or higher, his attack hits! The minifig rolls his Action Die a second time to see how much damage he does.

Whether or not the attack is successful, he and his target are now locked in Close Combat. If either participant tries to move out of the striking range of their opponent's close combat weapon, that opponent can make a free attack on them as they leave, without having to spend an Action.

Basic Ranged Attacks



A Short-Ranged Weapon is the simplest ranged weapon. (3.2: Ranged Weapons)

As long as he's not in close combat, a minifig with a ranged weapon can try to shoot any minifig he can see within six inches. He spends his Action and rolls his Action Die.



If his Action Roll is 2 or less, the shot misses.



On a 3 or higher, the shot hits! The minifig rolls a to see how much damage it inflicts.

Move: 5"

see 4.1: Movement

A minifig's **Move** attribute describes the distance he can move in a single turn under normal conditions. A standard minifig moves five inches per turn.

Basic Movement

Minifigs can get as fancy as they like with their Movement, with special rules for climbing, crawling, Sprinting, or falling on their faces and Disrupting themselves (4.1: Movement).

For basic play, this level of detail isn't really necessary. A minifig can't move through solid obstacles, and he can't make jumps higher than two inches. Otherwise, he can move up to five inches during his turn however he wants. If he ends his movement in an unstable location — halfway up a wall or leaping through mid-air, for instance — he falls to the ground at the end of his turn.

Armor: 4

see Chapter Three: Minifig Weapons

A minifig's **Armor** attribute tells how much **Damage** he can withstand from a single attack — in this case, four points. If he's hit by an attack that does fewer than four points of Damage, the blow glances harmlessly away and the minifig can continue fighting. If an attack does more than four points of Damage, he's killed instantly; knock the minifig over and sever a couple of body parts as appropriate. And if an attack does exactly four points of Damage, then the minifig's player gets to choose Something Bad to happen to him (5.1: Making Attacks).

Minifigs don't have "hit points" like Humans might have come to expect from other games. In BrikWars, an attack either kills a minifig or it doesn't. In battles that might involve dozens or even hundreds of minifigs at once, a system of individually tracked hit points is too burdensome to manage from turn to turn.

Basic Damage

In advanced BrikWars, combat modifiers and complex damage effects take up the majority of time and brainpower spent, giving players the chance to experience grueling pain along with their units (Chapter Five: Combat). Players who prefer to leave the suffering to their minifigs can rely on simplified damage rules.



3

✗ If a minifig takes three damage or less, the attack has wasted his time. He survives unharmed.



4

✓ If a minifig takes exactly four damage, one weapon of his choice is knocked out of his hand, landing as many inches away as his attacker's Action roll. If the minifig wasn't holding a weapon, he dies instantly from embarrassment.



5

💀 If a minifig takes five damage or more, he's killed.

Attackers can work together to make a combined attack, adding the damage from their successful hits and making a lethal strike more likely.



While the LEGO® MINIFIGURE™ is the seminal example of the minifig species, minifigs are now available from a large number of manufacturers in nearly limitless variety.

Minifigs shown: LEGO, Mega Bloks, Best-Lock, PLAYMOBIL

2.2 Minifig Armies

Like the rest of BrikWars, how players handle army composition and team balance is more a matter of personal taste than any one system set in stone.

Serious builders can spend hours crafting polished infantry, vehicles, and scenarios. Dedicated tacticians can put special thought and care into balancing the distribution of minifigs and equipment, guided by a misconception that battles should be fair or conflicts should make sense. More commonly, BrikWars armies are mustered through the time-tested military strategy of dumping bins out onto a table and grabbing whichever units come most immediately to hand.

Preemptive Attack

 **Preemptive attack** is the recommended and most popular army balancing system among minifigs and BrikWars players alike. Players can avoid accounting overhead entirely thanks to a simple and innovative technique: once the armies and battlefield are assembled, they immediately begin the game and attack before any of their opponents have time to worry about balance.

Enemy balancism can't always be prevented. Some adversaries might try to thwart the preemptive attack system by running army calculations in advance before even showing up to the battlefield. In cases like these, the solution is to ask them a simple question about their army numbers, wait for them to start talking, and then immediately attack.

Minifig Budgeting

Advanced Accounting



In the Core Rules, budgeting is based on minifigs. As players start playing with more advanced units in later books, value is calculated in Unit Inches instead, with each non-Heroic minifig worth one Unit Inch. Unit Inches are described in [MC.4: Unit Inches](#).

In the Core Rules, all units are minifig-based, and **minifig budgeting** is simple. Regardless of weapon loadout, a minifig is worth one minifig. A Horse ([Chapter H: The Horse](#)) is also worth one minifig. A Hero ([Chapter Six: Minifig Heroes](#)) is worth one Hero, which is a different thing altogether. But if every player has the same number of minifigs and Horses together, and all players have the same number of Heroes, then their armies are equal. If not, then they have an opportunity to decide whether equality is something they care about to begin with.

The Military Draft

For impromptu battles, players don't have to bother with preparing armies in advance. Instead, they put all factions' combined forces and equipment in a pile between them and take turns choosing assets for their teams in a **military draft**.

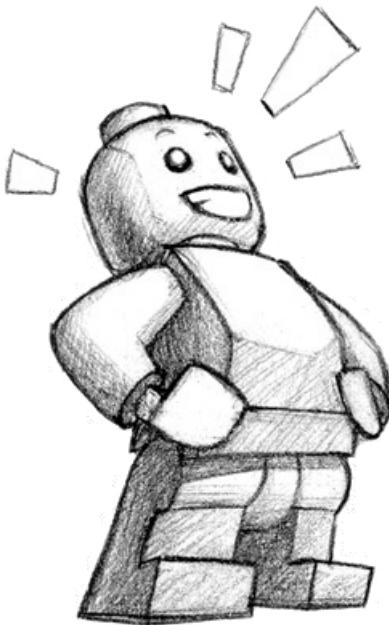
Players can divide up the draft options however they like. It can be as granular as picking out individual minifigs, weapons, and vehicle parts one at a time, or as chunky as choosing between pre-equipped minifig squads, fully loaded warships, and ready-built military bunkers. There's no need to worry about whether the options are equal or balanced, since all players are all choosing from the same supply, but in order to maintain the illusion of fairness, the player who divides up the pile for everyone to pick from should take the last spot in the draft rotation.

Expanded Draft Picks

Military drafting doesn't have to just be about weapons and personnel. Players can mix in all kinds of items to add variety.

- **Turn Order.** In a tight battle where initiative is a decisive factor, players can draft for who goes first.
- **Battlefield starting locations.** The last player to pick a starting location gets stuck with whichever's the last one remaining.
- **Random stacks of Bennies,** making a faction smaller but more unpredictable ([MOC Combat: The Benny](#)).
- **Victory Objectives.** Players with these objectives gain more options for victory than just trying to be the last faction standing.
- **Bonus Objectives.** Players who achieve these objectives receive a special in-game bonus - reinforcements, Bennies, or special events.

The Rise of the Minifig



In the beginning, there were only bricks.

Mysteriously, scraps of advanced genetik material appeared from nowhere to pepper themselves throughout the primordial ABS plastic. Lurching brick-built homunculi rose up to evolve into a variety of minifig predecessors, from noodle-armed giants to faceless proto-figs and squat limbless dupllicants.

As the first true minifigs appeared, the rise of the Yellow King brought yellow minifigs to dominance over all other colors. After 374 failed attempts, they mastered the art of hinged castlery with Yellow Castle 375, and established the orders of Sticker Knights to eliminate all non-Yellow figures in a merciless campaign of smiley-faced genocide.

History progressed, and carefree medieval castles metastasized into modern towns and cities, brutally segregated into hat-based castes of policemen, firemen, construction workers, and, eventually, girls. While most castes focused on security enforcement, the construction workers poured their research into occult ABS brikcraft, learning its science-defying potential for interdimensional shenanigans through trial and error and a withering casualty rate.

Before long, the other minifigs discovered the construction workers' ABS teknologikal revolution, and minifig civilization was caught up in the race to extend their reach to the plastic stars above. SpaceShips were assembled in high-security police and fire stations, and proto-figs worked around the clock in hidden hospitals to create the superfigs to pilot them.

The prestigious research team at Hospital 555 was the first to hypothesize the development of a species so destructive that it would break the flow of reality, shattering the universe and sending bits of itself backwards across time.

In a classic demonstration of minifigs' inability to consider consequences, the Hospital 555 team hunted down and reassembled shards of future debris from their own distant past, extracting the genetik material to prekonstrukt the most dangerous bioengineered organism that was ever about to exist: the Deadly SpaceMan.

The Deadly SpaceMen immediately went on to wipe out the researchers, minifig civilization, and, eventually, the spacetime continuum.

(BrikWiki entry: [Minifig](#))

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3.3 Bodily Protection
3.4 Desperate Measures

CHAPTER THREE**Minifig Weapons**

Players are free to invent all kinds of unique minifig items in addition to the generic weapon types. Who knows what mysterious powers this Skully Grail might possess?



With the logic-defying ability to wield an unlimited number of weapons simultaneously, the semi-mythical hero Zahru Trollarm brought the human minifigs of Medivo back from the brink of extinction in ancient times, slaying his way through hordes of Dungans, trolls, and the undead forces of the evil spirit Warhead.

Wiki entry: Zahru Trollarm

The weapons a player arms their minifigs with are best chosen according to which look the coolest. More practical considerations might increase their army's chances of victory, but that pales in comparison to the importance of looking rad.

Item	Use / Hands	Range	Damage	
Close Combat Weapons				
Hand Weapon (S)	2 	CC		
	3 /			
Heavy Weapon (M)	1" KnockBack to minifigs (no Disruption) : Armor Piercing			
Two-Handed Weapon (L)	4 /	CC	2	
	can't be thrown 1" KnockBack to minifigs			
Ranged Weapons				
Short-Ranged Weapon (S)	3 /	6"		
	/			
Long-Ranged Weapon (M)	3 /	10"		
	/			
Explosive (S)	2 	CC or 3"		
	affects all targets within 2" 1" KnockBack			
Bodily Protection				
Light Shield (S)	2 	CC	Parry	
	/			
Heavy Shield (M)	3 	provides cover		
	/			
Light Armor		Armor +2	wearer can't swim	
Heavy Armor		Deflection	Half Speed wearer can't swim	
Desperate Measures				
Bare Hands	0 /	CC	Grab or / Shove	
	Automatic Hit unless Parried			
Minifig Tool	3 /			
	/			
Random Object	4 /			* use object's Close Combat stats
	/			
Thrown Object	*	3"	*	* use object's Close Combat stats

Extended Armories



The minifig armaments presented here are the basic assortment. A broader range of weapon sizes, damage types, and performance variations are available in Chapter Eight: *Weaponry*.

Poorly equipped minifigs will try to tell you that it's not the size that matters, it's how you use it. This is false. Minifig weapons, like anything of importance, are categorized by length. Weapons shorter than a minifig are **Short (S)**, weapons equal in length to the height of a minifig are **Minifig-Size (M)**, and weapons longer than a minifig are **Long (L)**.

Players might be tempted to think of the letters as standing for Small, Medium, and Large, but that would be much less precise.

With only a few exceptions (shortbows, in particular), Short weapons and equipment are one-handed (🟡). Minifigs can equip a Short item by itself, paired with another Short item (a sword paired with a shield, a crossbow with a knife, a pair of revolvers, a briefcase and syringe), or with a Heavy Shield.

Minifig-Sized items are more restricted: a Heavy Weapon can be paired with a Shield or Heavy Shield, but otherwise Minifig-Sized equipment can't be paired.

Long weapons are all two-handed (🟡🟡) and can never be paired with other equipment by a minifig on foot. (There are exceptions for minifigs Jousting on Horseback, described later (*Chapter H: The Horse*).)

3.1 Close Combat Weapons

Killing enemies from a safe distance is all well and good, but any minifig worth his plastic will tell you that's for cowards. Nothing beats the meaty hands-on thrill of manually whacking an enemy into a pile of bloody plastic chunks. **Close Combat** weapons are used to make Close Combat attacks, as you might expect ([5.2: Close Combat](#)).

The power of a Close Combat strike depends on the strength of the arm swinging the weapon, and the Damage ratings of Close Combat Weapons are based on the Action Dice (dice) of the minifigs holding them. Normal minifigs have a default **🟡** Action Die ([Chapter Two: The Mighty Minifig](#)), so they'll use **dice** to make their Close Combat Damage Rolls.

Hand Weapons

Hand Weapon: **🟡** Use:2 Range:CC Damage: **dice***



Hand Weapons are the lightest, most versatile, and most readily available melee weapons: anything from maces, hand axes, and shortswords to kitchen knives, bicycle chains, and crowbars.

Hand Weapons are light and easy to handle, and they leave the second hand free for another one-hand weapon or equipment item. Hand Weapons can be paired with any other Short-length item (a Hand Weapon, Short-Ranged Weapon, Explosive, Shield, or Minifig Tool) or with a Heavy Shield.

Heavy Weapons

Heavy Weapon: **🟡/🟡** Use:3 Range:CC Damage: **dice+2** Notes: **➡** 1" KnockBack to minifigs (no Disruption); **🟡🟡** Armor Piercing



Heavy Weapons are heavier than regular Hand Weapons, but not requiring the dedicated use of both hands like a Two-Handed Weapon, **Heavy Weapons** combine the advantages of each. This category includes weapons like broadswords, battleaxes, flails, spears, katanas, chainsaws, and beamsabers.

Heavy Weapons do not include the LIGHTSABER™, because the LIGHTSABER™ is a trademark of Lucas Entertainment Company Ltd. LLC, and god forbid we ever risk infringing a trademark.

Minifigs wielding a Heavy Weapon cannot carry a second weapon of any type in their off hand, although they may equip a Shield or Heavy Shield.

Armor Piercing Damage

Weapon	Hands	Damage	vs Deflection
	🟡	dice+2	2
Heavy Weapon	🟡/🟡	dice+2 Pierce	dice+2

Heavy Weapons are sometimes nicknamed hand-and-a-half or Bastard weapons. Minifigs can wield a Heavy Weapon with one or

two hands; Heavy Weapons swing both ways.

Against unarmored targets, either style has the same effect, doing damage of one Action Die plus two.

Against a target with Deflection, on the other hand, the number of hands can make a big difference ([3.3: Bodily Protection](#)). A two-handed swing gives a Heavy Weapon **Armor Piercing (Pierce)** power, letting it ignore one layer of a target's Deflection. Subsequent layers of Deflection remove Damage dice as normal.

A minifig can't swing a Heavy Weapon two-handed if he's already used his off hand for something else during the current player's turn. If he's carrying an object in his off hand but hasn't used it yet, he can drop the object and immediately make the two-handed swing.

At the attacker's discretion, any minifig who takes damage from a hit by a Heavy Weapon can be pushed one inch directly away from the attacker, regardless of whether the damage kills him. Unlike other forms of KnockBack, a hit from a Heavy Weapon does not cause a minifig to be Disrupted ([4.1: Movement](#)) - he's pushed backwards but stays on his feet.

Two-Handed Weapons

Two-Handed Weapon: Use:4 Range:CC Damage:2 Notes: 1" KnockBack to minifigs; cannot be thrown



Winged Celestials and Daemons prefer the kinds of massive Two-Handed Weapons they can swing from the heavens in a mighty chop.

*Photo: Red Rover
From "Novium (Futuristic Fantasy)"
Elements shown: LEGO, BrickWarriors*



Two-Handed Weapons give heavy troops the power to destroy the sturdiest armored foe, and the ability to strike at targets normally out of reach - behind a rank of other minifigs, on separate building levels, or on horseback.

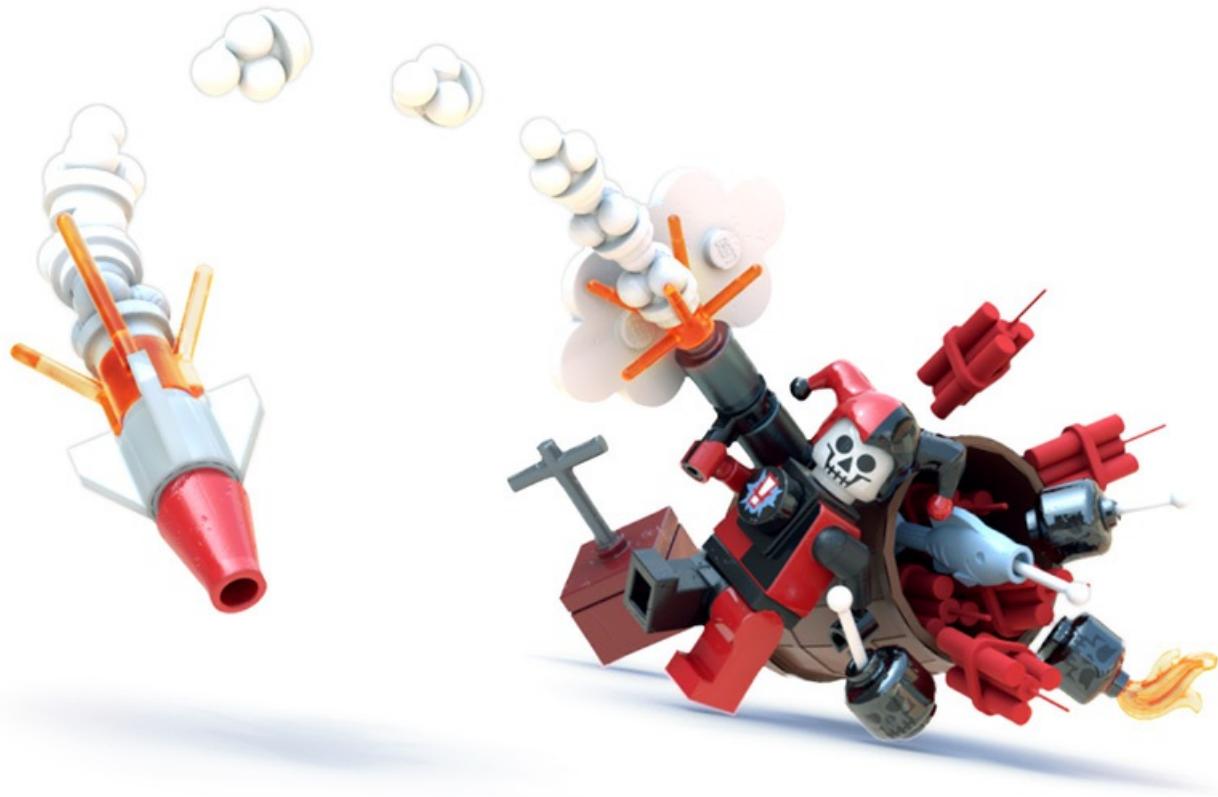
The drawback is that Two-Handed Weapons can be difficult to maneuver and wield effectively. Minifigs carrying a Two-Handed Weapon have a hard time navigating tight spaces, and they need both hands free to use the weapon in Close Combat. (Players don't have to pose the minifig with both hands physically holding the weapon shaft. It's understood that at the moment of attack, both hands come together so quickly to swing the weapon that the eyesight of Humans is unable to detect it.)

A Two-Handed Weapon's extra inches of reach carry their own vulnerability - an enemy minifig can sneak up closer than the weapon's minimum effective range. When Striking, a minifig swinging a Two-Handed Weapon must have one hand on the bottom-most grippable part of the handle. This may mean that he doesn't have enough space to bring the weapon's striking surface into contact with the target. If the minifig is unable to back up far enough to give himself room to swing, then enemies inside that distance can only be Shoved, not Struck ([5.2: Close Combat](#)).

There is one important exception to the Two-Handed Weapon's two-hands requirement: Jousting, described in [H.3: Fighting From Horseback](#). A minifig riding a steed or vehicle only needs one hand to use a Two-Handed Weapon as a lance in a Charge attack, as long as it has a pointy tip. Jousting minifigs can use their second hand to wield a Short-sized weapon, Shield, or equipment item.

Any minifig who takes damage from a hit with a Two-Handed Weapon is pushed one inch directly away from the attacker, regardless of whether the damage kills him. Unless he successfully Parries the hit, he is Disrupted as a result ([4.1: Movement](#)).

3.2 Ranged Weapons



Statistically speaking, the number of things that can go wrong while carrying around this many unstable explosives is exactly zero.

"A Spirit of Tragoeida" by Bolicob

It's hard to beat the joy of plunging a hand weapon into exposed enemy flesh (although not impossible, thanks to the existence of Explosives). But it can be frustrating when some jokester thinks it's funny to keep bouncing around just out of reach of a minifig's hand axe. It's times like this that a minifig wants a nice ranged sidearm, to wipe the enemy grin off the enemy face in the most literal fashion ([5.3: Ranged Combat](#)).

While a Close Combat weapon's Damage is determined by the strength of the minifig swinging it, the Damage rating of a Ranged weapon isn't affected by a minifig's Action Die. A rifle fires a bullet with the same amount of force regardless of whether it's fired by a musclebound action hero or a suspiciously well-armed infant.

Short-Ranged Weapons

Short-Ranged Weapon: / Use:3 Range:6" Damage:



The Gunslinger stays in the back of the fray, taking pot shots while her melee-focused comrades rush into Close Combat.

*Photo: Red Rover
From "RedRover's RPG Ideas"
Elements shown: LEGO*



Most light ranged weapons fall under the **Short-Ranged Weapons** heading: revolvers, shortbows, blowguns, magic wands, and slings are good examples. Most can be fired with one hand; common sense should be enough to spot any exceptions (a light crossbow can be fired with one hand, for instance, while shortbows and slingshots take two).

Like Hand Weapons, Short-Ranged Weapons can be paired with a second Short-sized item or a Heavy Shield. Because their limited range puts minifigs dangerously close to an enemy's ability to counterattack, Short-Ranged Weapons are often paired with a Hand Weapon in the opposite hand, or paired with a second Short-Ranged Weapon and used in hit-and-run harrying attacks that keep the Ranged attackers just out of enemies' reach.

Long-Ranged Weapons

Long-Ranged Weapon: Use:3 Range:10" Damage: +1



Long-Ranged Weapons are higher-powered than regular Ranged Weapons, allowing minifigs to pack a solid punch while staying out of enemy units' immediate melee range. Muskets, longbows, heavy crossbows, and a Magic Staff of Glitter Bolts are all Long-Range Weapons. Long-Range Weapons are generally about the length of a minifig, and always require two hands.

Explosives

Explosive: Use:2 Range:CC or 3" Damage: Exp Notes: affects all targets within 2"; 1" KnockBack



Three inches isn't a whole lot of Range, especially when it comes to throwing dynamite and grenades. Minifigs who rely on thrown weapons will want to familiarize themselves with the rules for making attacks Out of Range (5.1: Making Attacks).

Elements shown: LEGO, Brickarms



Hand-held **Explosives** come in a variety of forms for a variety of purposes - grenades for throwing, rockets for firing, and timed charges for dropping somewhere and getting the hell away. A minifig's Explosive can do any of the above. If he throws it, it's a grenade; if he fires it from a launcher (launchers are bought as special-purpose Short-Ranged or Long-Ranged Weapons), it's a rocket. If he drops it on the ground and says "I'm setting the fuse to go off on the end of my next turn," then it's a timed charge; if he attaches it to an enemy vending machine and says "I'm setting the fuse to go off when I hit the button on this transmitter", then it's a remote detonator.

Once they go off, though, all Explosives work the same way. The Explosive destroys itself in an **Explosion**, doing 1 Explosive damage (Exp) to every exposed object and surface within a two-inch radius.

This can often include the minifig using the Explosive, if he fails to throw it far enough or uses it as a Close Combat weapon. Any successful Strike or Counterstrike with an Explosive sets it off.

Explosives and Cover

The amount of a target's surface exposed to an Explosive blast can affect how much damage it takes - a minifig hiding behind a blast shield will take less damage than one who's fully exposed. Action modifiers for target size and visibility (5.1: Making Attacks) are also used to modify damage from Explosions, and minifigs completely hidden behind cover are protected from an Explosion's effects.

Cover only provides protection if it survives the Explosive damage. Destroyed cover is just more shrapnel in the blast.



These Yellow bullies learn to regret picking on innocent Peaches when RoC shows up with a missile launcher.

Photo: RoC77
From "RoC"
Elements shown: LEGO

Objects damaged by an Explosion are subject to **KnockBack**. Any loose objects, such as minifigs not wearing seatbelts, are pushed one inch directly away from the center of the Explosion. Fixed objects, such as brick walls, are only Knocked Back if the damage breaks them into loose objects first.

Minifigs who are Knocked Back are Disrupted (4.1: Movement). If a loose object is Knocked Back into a larger object that blocks it from moving the full inch, it takes an extra +1 point of **Smash** damage in addition to the Explosive damage.

Several effects introduced in later chapters also cause inches of KnockBack, including Shoves, Collisions, and strikes with large weapons. These can cause many inches of KnockBack in a single blow, potentially causing multiple points of Smash damage if multiple inches of KnockBack are blocked. Smash damage is always cumulative with whatever damage caused the KnockBack originally.

KnockBack is an introductory form of Thrust, which is covered in more detail in 9.3: Thrust Vectors.

Each Explosive can only be used once, for obvious reasons.

3.3 Bodily Protection

A minifig's job is to do damage and kill enemies, not to worry about coming home alive afterwards. A good leader knows that the best defense is a good offense, and a budget surplus should always be spent on more weapons and more men rather than on protective gear. The mere presence of defensive equipment casts doubt on the soldiers' eagerness to throw away their lives meaninglessly for their Human's entertainment.

The cowards who request extra protection are likely to be among the least popular units, so it's good to buy them some. The longer they stay alive, the angrier the other minifigs will be, and that's a good state of mind for battle.

Deflection

When damage strikes a minifig wearing Heavy Armor, or one who successfully Parries with a Shield, he has **Deflection** against the blow. Deflection removes one Damage die from each source of damage, canceling it before it's rolled.

For damage with multiple die types, Deflection removes one of each type of die, except for **d12**s (MOC Combat: Fancy Dice). If a target has Deflection against a source of damage that has no dice to remove, then the Deflection cancels 1 **d6** points of damage instead.

By wearing Heavy Armor and successfully Parrying an attack at the same time, the most spineless minifigs of all can have Deflection twice, removing two dice from the attack's damage.

Shields

Light Shield: Use:2 Range:CC Effect: Deflecting Parry

Heavy Shield: Use:3 Range:CC Effect: Deflecting Parry Notes: provides cover



The Police State of Venice's riot squad, called "The Brick Wall," are perfect for defending chokepoints and covering backwards-advances.

Photo: Scratch
From "Police State of Venice OVERHAUL 2014"
Elements shown: LEGO, BrickWarriors, BrickForge



 A **Shield** is a tool for Parrying damage ([5.2: Close Combat](#)). A Shield is primarily intended for Parrying Close Combat attacks, but it can Parry any incoming damage in its bearer's field of view. Minifigs treat all these sources of damage as if they were Close Combat attacks for the purpose of Parrying with a Shield.



 Shields come in two sizes: regular Short-sized **Light Shields**, and Minifig-sized **Heavy Shields**.

The Heavy Shield is slightly more difficult to use, with a Use of 3 rather than 2, but it has an advantage: in addition to being used to actively Parry, the Heavy Shield can also be positioned as passive cover, either by itself, in conjunction with other cover elements on the field, or arranged together with the Heavy Shields of allied units ([5.1: Making Attacks](#)). Like any passive cover, its effectiveness depends on how it's positioned between the minifig and any attackers. If it's pointed in the wrong direction when the attack is made, it's too late to reposition it.

Attacking a Shield

When an enemy minifig is taking Cover behind a Heavy Shield, attackers may prefer to target the Heavy Shield itself rather than the minifig behind it. When attacked directly, Shields and Heavy Shields have an Armor rating of 1  with one level of Deflection. If this Armor is overcome, the item is rendered useless and destroyed.

Body Armor

Light Armor: Effect:Armor +2 Notes: wearer can't swim

Heavy Armor: Effect:  Deflection Notes:  Half Speed; wearer can't swim



One of the original recruits of the Supreme Rida, Kiru is a legendary warrior among the ranks of the Ugokanai.

*Photo: Red Rover
From "Ugokanai Empire"
Elements shown: LEGO*

For faint-hearted warriors who fear death but are also too lazy to lift a Shield in their own defense, **Body Armor** is a great way to prolong their cowardly lives.



 A minifig wearing **Light Armor** gets +2 to Armor against all incoming damage (but not for internal damage, like the effects of having been Poisoned or the heartbreak of firing a whole battery of surface-to-air missiles and missing). Wearing Light Armor prevents a minifig from swimming.



 When a piece of Light Armor is combined with a visored helmet, it becomes **Heavy Armor**. A minifig wearing Heavy Armor is even better protected, but has a harder time moving around - a bonus for cowards who want to always "coincidentally" be the last to arrive at the front lines. A minifig in Heavy Armor has Deflection against all incoming damage, but is forced to move at Half Speed ([4.1: Movement](#)).

If a minifig wearing Body Armor falls in water, he must either use his Action to remove the armor or hope that someone can fish him out in a hurry. Otherwise, he will die of drowning at the end of his next turn. (Assuming he needs to breathe, that is – non-living minifigs like androids and skeletons can continue wandering around happily underwater with no ill effect.)

Because of their poor mobility on foot, it's good to mount Heavy Armored minifigs on the back of a Horse ([Chapter H: The Horse](#)), or to post them in narrow gates and walkways where they can't be easily outmaneuvered and avoided.



Lord Karetzu's armor awakens the demon curse haunting him since his crimes against Tikoskum.

*Photo: Killer Karetzu
From "Karetzu - Background and Stuff"
Elements shown: LEGO*

Fighting Minifigs with Deflection



Minifigs with Deflection can seem invulnerable against attacks from minifig weapons, most of which have only a single Damage die to remove. Overcoming Deflection can take a little extra strategy.

- Half Speed makes minifigs in Heavy Armor easy to outmaneuver. Outrun them and they can't catch you. Shove them into water and they have a single turn to remove their armor or drown. Their strong defenses mean nothing if you don't have to fight them to begin with.
- Charge attacks are an effective strategy against Deflection. Momentum can add more damage dice than a minifig's Deflection can remove, and KnockBack inches can Disrupt them ([5.4: Charge!](#)).
- Long-Ranged and Heavy Weapons have +1s and +2s of damage left over after their dice are removed. These aren't enough to kill a minifig by themselves, but they can add up if used for combined damage.
- A Two-Handed Weapon does two dice of damage, and a Heavy Weapon has Armor Piercing if used two-handed. Either will do potentially lethal damage even after accounting for Deflection.
- Over The Top dice from lucky Action Rolls ([4.2: Action](#)) can be used to add an extra damage die after Deflection shaves off the first one.

3.4 Desperate Measures



Despite the hypnotizing power of minifig butts, mooning the enemy has not been shown to have any practical effect.

Wiki entry: Yellow



Unable to reach the enemy wizard in time to interrupt a deadly spell, Eric Joslin's giant starts hurling the projectiles closest at hand: a flock of sheep.

*Photo: Eric Joslin
from "NELUG Gets Medieval"*

Nothing makes a warrior feel dumber than arriving at a battle and realizing he forgot to bring any weapons. Until he's able to scavenge an unattended weapon from the battlefield, his options are limited.

Bare Hands

Bare Hands: ⚡ / ⚡ ⚡ Use:0 Range:CC Effect: Grab or ⚡ ⚡ Shove Notes:Automatic Hit unless Parried

 A minifig lacks the ability to clench his clawlike hands into fists, and the rigid nature of minifig legs means that the groins of his enemies will never be exposed to his nonexistent knees. As a result, unarmed combat between minifigs is an almost complete waste of time. The only worthwhile use for **Bare Hands** is to grab a dropped weapon in order to not have

Bare Hands anymore.

Bare Hands cannot be used to Strike in Close Combat. If a minifig has at least one hand free, he can use it to Grab his opponent, either for the sake of hitting him with a weapon in his other hand later, or to hold the enemy in place for one of his better-armed allies. If both hands are empty, then the minifig can use them to Shove enemy minifigs, causing 2" of KnockBack and Disrupting them in an attempt to put some distance between himself and the real warriors who remembered to come armed.

Bare Hands cannot be used to Parry a Close Combat Strike. They can be used to Parry a Shove or Grab.

Strikes, Shoves, and Grabs are examples of Close Combat maneuvers, described in 5.2: Close Combat.

Minifig Tools

Minifig Tool:  /  Use:3 Range:CC Damage:  -1



When the Elven army arrives to crush a tavern full of Frostborne and Norsemen, this brave tavern patron takes up a bottle to defend what's really important.

*Photo: Kenny "Kommander Ken" Bush
From "Revel Rousers"
Elements shown: LEGO*



 The official purpose of a Minifig Tool is to help minifigs do their jobs. Mediks need their first aid kits, Mechaniks need their wrenches, and Cleriks need their holy symbols. Fortunately for everyone involved, all of these things can also be used to beat people to death.

Any tool designed to be gripped and carried in a minifig's hand can be used as a makeshift Hand Weapon with less effective stats. This includes not only obvious striking implements like hammers, torches, and frying pans, but also suitcases, coffee mugs, megaphones, and teapots. Larger Minifig-Sized Tools have the same stats but require two hands; these include rifle butts, shovels, metal detectors, push brooms, and oars.

Decapitated heads and skulls also count as Minifig Tools when used in combat. Not because this makes any sense, but because beating opponents to death with their friends' faces is Ossum.

Random Objects

Random Object:  /  Use:4 Range:CC Damage:  -2



 In the Human world, table legs, broken bottles, and sufficiently large rocks are all part of a cherished tradition of improvised weaponry. In BrikWars, minifigs are just as likely to improvise with a broken fender, a door, or an unsuspecting cat. If a minifig can't find a real weapon, **Random Objects** are better than nothing, but that's mostly because having nothing sucks to such an impressive degree.

Most objects that can be picked up and swung around by a minifig can be used as improvised weapons. Some objects are excluded: items like flowers, hats, and shortbows are too flimsy to do any damage, while objects larger than two minifigs in Size are too big to pick up.

A Random Object must be a physical object. A minifig can't claim "there's a belt printed on my torso, I'm taking it off and whacking you with it."

Thrown Objects

Thrown Object: Use:^{*} Range:3" Damage:^{*} Notes: * use Close Combat stats



Hircules demonstrates an innovative use of thrown boulders to catch fish. And, occasionally, TechnoVikings.

Photo: Bragallot
From "Attack on Andelmore (Sign-up)"
Elements shown: LEGO



 If an object can be used one-handed in Close Combat (whether as a regular weapon, Minifig Tool, or Random Object), it can also be thrown. A **Thrown Object** has the same Use and Damage rating as if it were being used in Close Combat, but with a Range of 3" it can be hurled at targets out of immediate reach. By throwing a weapon rather than running in swinging, minifigs can avoid getting pinned down in Close Combat.

Once they're thrown, Thrown Objects have a known drawback in that surviving opponents can pick them up and use them against the original thrower. Grenades are a popular workaround for this issue.

<i>Chapter 4: The Player Turn</i>
4.1 Movement
4.2 Action
4.3 Enemy Response

CHAPTER FOUR**The Player Turn**

The BrikThulhian Troika can be thought to represent the cycle of movement, Action, and response. But on the other hand it can really be thought to represent just about anything.



During a player's turn, each of their units may engage in whatever **movement** is allowed by its Move attribute, and may take one major **Action** (preferably an attack). Meanwhile, other players' units with unspent Actions can use them in **response** to the active player's offensive behavior.

4.1 Movement

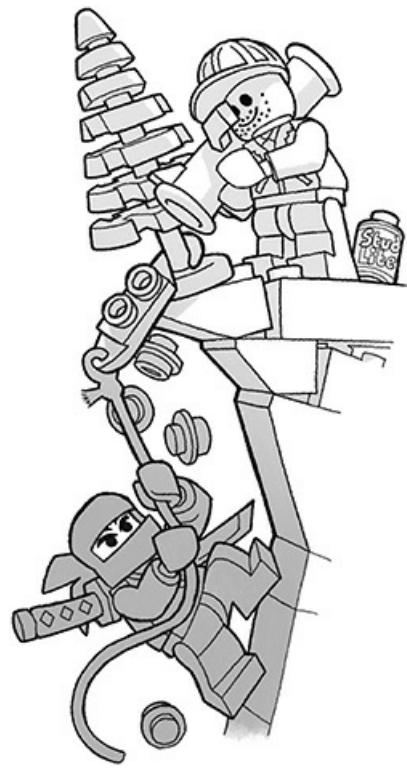
→ During **movement**, a minifig's Move rating of 5" allows him to move five inches in any direction. He can run across five inches of level ground, climb five inches' worth of stairs or ladders, or leap over five inches of chasm.

Fringe Movements
<i>Additional movement options, including flight and Thrust-based propulsion systems, are covered in Chapter Nine: Vehicles.</i>

His movement is limited in a couple of ways. He can't pass through solid obstacles or leap higher than 1" (three bricks) in a single jump. Difficult types of movement might slow the minifig to Half Speed. Movement that requires the use of one or both arms (swimming, crawling, climbing ladders, or swinging on ropes, for example) will prevent the minifig from using those arms to make attacks or perform other manual Actions.

If a minifig moves within Close Combat striking distance of an opposing minifig who still has an Action to spend, the opponent automatically attacks him, unless the opposing player says otherwise ([4.3: Enemy Response](#)). If the minifig decides to Parry the attack, they are both entered into Close Combat and the minifig's movement is over for the turn ([5.2: Close Combat](#)). If he declines to Parry and survives, he can ignore the attack and continue moving normally.

Impaired Movement



A minifig is not always able to run around at full speed. Difficult conditions or activities can slow him to **Half Speed** or **Stop** his movement entirely for that turn. If he's taken violently off his feet, whether by a Shove, an Explosion, or from desperately Bailing out of the way of impending destruction, it will cause him to become **Disrupted** and defenseless until his next turn.

Impaired Movement Examples	
Activity	Movement
Movement Conditions	
Leaping across chasms	(no effect)
Easy climbs: stairs, ramps, or ladders	
Difficult climbs: ropes, trees, or cliffs	
Swimming	
Moving in mud or thick vegetation	Half Speed
Crawling or dragging along the ground	
Hopping or hobbling on one leg	
Minor Activities	
Sneezing	
Talking, delivering pithy one-liners	(no effect)
Operating a latch, lever, button, or door	
Operating a computer or Vehicle Controls	Stopped
Stopping to Aim an attack	
Dying	Stopped (dead)
Using Equipment	
Drawing or holstering a weapon	
Attacking a target with a weapon	(no effect)
Picking up or dropping items	
Carrying or dragging a heavy item	Half Speed
Swimming with a heavy item	Stopped (drowning)
Wearing Armor	
Putting on Body Armor	Stopped
Taking off Body Armor	
Walking in Light Armor	(no effect)
Walking in Heavy Armor	Half Speed
Swimming in Body Armor	Stopped (drowning)
Disruption	
Knocked over by a Shove, Explosion, or Collision	
Bailing out of the way	Disrupted
Recovering after being Disrupted	Half Speed (1 turn)

Activities marked with a cost the minifig's Action for the turn.



With his ship taking heavy damage, Oscar the Strong decides to remove his armor rather than risk drowning if it sinks.

*Photo: Scratch
From "You Can't Escape the Miles"
Elements shown: LEGO*

Minor Activities

Although a minifig can only take one major Action per turn, there are lesser activities that are too minor to count against this limit. Activities that require no particular attention, aiming, or dice rolls are either free or treated as an impairment to movement rather than spending the minifig's Action.

Simple acts, like picking up or dropping objects, holding conversations, or sneezing don't slow a minifig down at all. More strenuous activities may reduce a minifig's movement to Half Speed, Stop them completely, or leave them Disrupted.

● **Half Speed**

Actions or conditions that actively burden a minifig, such as wearing Heavy Armor, carrying or dragging a heavy object (the size of a minifig or 2x4 brick), or engaging in difficult movement requiring the use of both arms (swimming, crawling, climbing ropes, etc.) will reduce a minifig's movement to **Half Speed**.

While moving at Half Speed, all movement costs twice the usual number of Move inches. Moving an inch of distance across the battlefield now costs two of the minifig's Move inches rather than one. If he can jump, he can only jump half as far and half as high. If he can fly, he can only fly half as fast.

If a minifig is already reduced to Half Speed, additional Half Speed conditions have no effect – he's still at Half Speed. The important exception is while swimming: minifigs who try to swim while wearing Body Armor or carrying heavy objects are Stopped and will drown if they don't dispose of their burdens before the end of their following turn.

● **Stopped**

If a minifig is **Stopped**, his movement is over for the turn, regardless of whether he had five inches of Move left or zero. He regains his full movement on the following turn, unless something is still Stopping him.

Even when reduced to Half Speed or Stopped, a minifig may still perform regular Actions and minor activities if it makes sense to do so. He may be immobilized with his face caught in a bear trap, but that doesn't prevent him from opening an emergency panel and mashing a self-destruct button if it's within arm's reach.



Disrupted, skewered, and surrounded by hostile gunmen, a Warhead Shard is still a dangerous adversary.

*Photo: Maverick
from "A familiar face"
Elements shown: LEGO, BrickArms*

● **Disrupted**

Events that knock a minifig violently off his feet, whether voluntarily or otherwise, cause him to become **Disrupted**. This most often happens when a minifig is knocked over by the effects of a Shove, Explosion, or Collision, or when he's forced to Bail out of the way of oncoming damage.

A Disrupted minifig is helpless, and may not attempt any further movement or Action until his following turn. Until then, he is considered an inanimate object, granting +1 to hit with Ranged attacks, and granting Automatic Hits for attackers standing close enough to touch him directly with their weapons ([5.1: Making Attacks](#)).

Heroes can attempt Heroic Feats even while they're Disrupted, giving them chances to move or act when they normally shouldn't be able to.

On their following turn, minifigs recover from Disruption, getting up and moving at Half Speed for their full turn but otherwise acting as normal.



Unarmed, naked, and surrounded by sausage-wielding Dungans, this minifig's best option is to Sprint like hell and never look back.

*Photo: Shaun Sullivan
From "Ghoirboy: images for a very twisted story"
Elements shown: LEGO*

Sprinting

When speed is critical, a minifig (or any mobile unit) can spend his Action to **Sprint**, rolling his Action Die and giving himself that many bonus inches of Move. After pointing himself in the right direction, the minifig's entire movement for the turn (including the Sprint) must be in a straight line forward. His path may go up or down and over any obstacles that he can leap over without having to stop and climb, but it may not turn to the right or left by even a tiny amount.

Sprinting minifigs may not engage in any activity that would break their run, like opening doors, typing in security codes, or taking naps. Minifigs moving at Half Speed can put in the extra effort to Sprint, but the extra Sprint inches are also at Half Speed.

Sprinting can be combined with a Charge attack ([5.4: Charge!](#)) as part of a single Action.

Minifigs Sprinting in a group can roll a single Action Die for the entire group's Sprint distance, for the sake of convenience.

The die roll for Sprinting can benefit from Bonus Dice like any other roll ([1.2: Numbers](#)) – the extra dice keep adding more inches to the Sprint, allowing truly ridiculous straight-line speed.

By tradition, if a series of Critical Successes in a Sprint roll ends with a roll of one, it's a special kind of Critical Failure: the minifig is unable to stop himself, and must run the full distance allowed by the extra Bonus Dice, even if he runs into a wall or off the table.

4.2 Action

 Any act that requires a minifig's focused attention or concentrated physical effort is an **Action**. Due to the limitations of time and plastic brainpower, a normal minifig is limited to one Action per turn. He can use this single Action before, after, or in the middle of his movement, but he only gets one, so he should spend it wisely (which is to say, as unwisely as possible). His spent Action recharges at the beginning of his next turn.

In ideal circumstances, a minifig will use his Action to make attacks ([5.1: Making Attacks](#)). But even the most belligerent minifigs will concede that less violent Actions are sometimes called for in order to set up even more violent Actions later.

Use Ratings

Minifigs are clumsy and easily distracted, and Actions are rarely automatic successes. Each Action is given a **Use** rating describing its relative difficulty. Except for the most trivial Actions, a minifig attempting an Action must make an **Action Roll**, rolling his Action die to see if his attempt succeeds. If his Action Roll is equal to or higher than the Action's Use rating, then the Action succeeds. If it's lower, the Action fails, and the minifig suffers whatever consequences logically result.



In BrikWars, God doesn't play dice – dice play God.

The Dodekube cultists of Opus Die believe that logic is an illusion and that reality is nothing more than the cosmic dice rolls of disinterested Human overlords. Their heretical beliefs arise from the fact that even the most sober minifigs have sometimes "seen the dice."

Use Ratings			
Use:	Difficulty	Weapon Example	Action Examples
-	trivial (no roll required)	hands	taking off pants; stacking bricks
2	easy: almost always succeeds	shortsword	jumping to grab a rope; hacking a U.S. election machine
3	normal: might take more than one try	spear	kicking open a regular locked door; mixing complex drinks
4	tricky: even odds of success	halberd	rock-climbing a brick wall; reassembling an alien rifle
5	difficult	battering ram	disarming a bomb; winning at Vegas
6	very difficult	catapult	walking a tightrope; performing minor surgery
8	heroic	wrecking ball	Olympic-level gymnastics; catching a crossbow bolt in flight
10	legendary	deck artillery	hacking into a military satellite; dodging concentrated machine-gun fire
12	godlike	orbital laser	injuring a Human; performing a judo throw on a T-rex

Weapons and other equipment items are given Use numbers in their descriptions ([Chapter Three: Minifig Weapons](#)). A minifig attacking with or utilizing one of these items rolls his Action Die against its Use number.

Besides weapon attacks, there are lesser alternate tasks that minifigs might attempt, ranging from trivial to impossible. Most

will have a default Use rating of 3; players may agree on a higher or lower difficulty as seems appropriate. For truly exceptional Actions, the Use requirement can be so high that minifigs may need one or more Bonus Dice to have any chance of meeting it.

Over the Top Action

 No matter how minor or Herculean an Action may be, a minifig of unusual skill or luck can find ways to execute it with extra flair.

An Action Roll doesn't score Critical Successes the same way as other die rolls ([1.2: Numbers](#)). Instead, any time a minifig rolls a six or higher on his Action die (before adding or subtracting any modifiers) to perform an Action, he can take the Action **Over the Top**.

An Over the Top Action can only be earned by the Action Die in an Action Roll. Action Dice rolled for other reasons (e.g., in Damage Rolls for Close Combat weapons) score regular Critical Successes instead, as do other dice added to an Action Roll as Bonus Dice.

While a six is the highest number a normal minifig can naturally roll on his  Action die, other unit types may have larger or smaller dice. Heroes, introduced in Chapter Six: Minifig Heroes, have a  Action die, and can go Over the Top on a natural roll of six, seven, eight, nine, or ten.

Incompetent units with an Action Die of , introduced in Chapter Ten: Creatures, can never roll high enough to go Over the Top. As consolation, they are allowed to earn Critical Successes on their Action Rolls, gaining a Bonus  on a natural roll of 4.

The Almighty Benny

In some Human tabletop games and contract negotiations, "benny" is a slang term for a generic benefit.

In BrikWars, "Benny" is an appeal to the Almighty Benny, a powerful genie remembered for deleting the entire BrikVerse without warning in its 2,010th Rekonstruktion. Minifigs pray for Benny's blessings so that destruction might never cease ([MC.3: The Benny](#)).

When a minifig goes Over the Top with an Action, he receives a special Bonus Die, called a **Benny**, to amplify that Action. An Over the Top Benny can be spent to add +1  to the Action Roll or to any of the Action's associated stats (+1  inches to the distance of a Sprint, for instance, but not +1  inches to the Range of a Close Combat attack, which has no existing Range stat).

If the Over the Top Benny is used to add Damage to an attack, it adds one more of the attack's existing Damage dice. A 1 +1 Rifle gets an Over the Top bonus of +1 , while a 1  Exp Grenade gets an Over the Top bonus of +1  Exp, making the Explosion twice as large ([8.4: Heavy Explosives](#)).

Regardless of Action or Damage type, rolling a Critical Success on an Over the Top Benny die adds a +1  as normal.

A minifig taking an Action Over the Top doesn't have to add a die to a stat. He can use it to embellish his Action in any way the other players agree to. An Over the Top Benny might be spent to avoid a negative consequence, such as allowing a Bailing minifig to land acrobatically and avoid being Disrupted ([4.3: Enemy Response](#)). An Over the Top Benny might also be used to make an attack more precise: a minifig might spend it to change "I was shooting at the dragon" to "I was shooting at the dragon's left eye," if his original Action Roll was high enough to hit the eye despite the penalties for small target size.

Long Actions

Some Actions are so involved or time-consuming that they take up a minifig's entire turn, even if they aren't difficult enough to require an Action Roll. These **full-turn Actions** include piloting a vehicle, operating a computer, putting on a suit of plate mail, rowing a rowboat, or reading a wargaming rulebook. Once engaged in a full-turn Action, a minifig is Stopped and can't engage in any other type of Action or movement of his own for the rest of the turn, although he may still be moved around by vehicles or other units (for instance, if he's using a full-turn Action to ride a Horse).

A full-turn Action that extends over multiple turns is an **extended Action**. The most common extended Action for minifigs, often extending over a very large number of turns, is "Being Dead."

4.3 Enemy Response

The First Turn

At the beginning of a battle, all minifigs have unspent Actions available for response Actions, unless players have a specific reason to declare otherwise.

When armies start a battle already at each other's throats, the minifigs who move first might not have the advantage they expect. For each unit that moves or acts, any enemies that witness it have the option to spend their response Actions against it, creating a potentially overwhelming response.

 If a minifig doesn't spend his Action on his own turn, he can save it to use in response to other units' activity. A minifig can use a **response Action** to fire at gunmen as they pop out from behind cover, to whack a soldier that strays into range of his two-by-four, or to pull the self-destruct lever at the exact moment when the final invitees have boarded the cruise liner for his birthday party. Of course, his enemies are just as free to use saved Actions during his turn as well, so he should tread carefully.

To take a response Action, a minifig must have an unspent Action from his previous turn. He can move up to one free inch (known as an Angry Inch ([5.2: Close Combat](#))), if necessary, in order to grab, operate, or otherwise interact with a critical object (to

pull a lever or kick over a table for cover, for instance), or to position himself to make a Close Combat or Ranged attack. An Angry Inch doesn't cost any Move inches.

Cone of Vision

A responding minifig must be aware of the specific Action or movement he's reacting to, and in a timely enough fashion to make a proper response. In most cases, this means he has to be able to see it. If he sees an enemy soldier raise a rifle and take aim, he may have time to dive for cover. If all he knows is that he heard a gunshot, it's too late.

A minifig's **cone of vision** points in whichever direction his head is facing, and forty-five degrees to either side, making a complete cone of ninety degrees. If an object or event is within that field of view, the minifig can see it. If not, he can't. If it's hard to tell whether an object falls within that cone, a quick What I Say Goes Roll will resolve the issue.

Who Acts First

Even if a minifig can see disaster about to strike, he won't always be fast enough to respond in time.

In some cases, a minifig will have plenty of time to make a response Action. If an enemy is running up with a knife while the minifig's swinging a polearm, or if the enemy's running up with a polearm while the minifig is aiming a pistol, or if the enemy's running up with a pistol while the minifig's hiding in an underground bunker with a hand on the magma release lever, the minifig is going to have plenty of time to act before the enemy gets close enough to do anything about it.

If a minifig is able to act or react while his opponent is still an inch or more away from acting himself, then the minifig acts first. Otherwise, both Actions occur simultaneously if possible, and with the higher Action Roll going first otherwise.

Response Action Example: High Noon Shootout

Example: Two gunfighters meet outside the saloon for a duel at high noon. They eye each other warily, each prepared to draw and fire the moment their opponent so much as twitches.

On Hairtrigger Wayne's turn, he decides he's going to fire first, and declares his attack on Shoot-Em-in-the-Back Shaun. Shaun declares a similar attack on Wayne as a response Action. The minifigs fire simultaneously, and both players roll their minifigs' **d6** Action dice against their pistols' Use ratings of 3.



No doubt due to heavy drinking, Wayne rolls a 1 and Shaun rolls a 2; both miss their shots.

Shaun's missed shot flies harmlessly into the distance, but Wayne's shot was a Critical Failure, and the gun goes off before he even gets it out of the holster. Wayne collapses in agony after shooting himself in the foot, and a great cheer goes up from the crowd of spectators who mistakenly assume that Shaun's shot hit its mark.

Bailing



Long before he became the Emperor of Akkadia, the feats of Piltogg were already legendary. Strengthened by the secret art of Running Five Miles, Piltogg was able to Bail out of a deadly NegaBlok collision in an event known as That Time He Got Hit by a Car but Rolled Out of It.

From "Path to the Grail, continued"
Elements shown: LEGO, Mega Bloks

The preferred response to any enemy activity is to attack with every available weapon, whether they're mounting a cavalry charge, offering a surrender, or leaving cookies out for Manly Santa.

Nonetheless, there are times when a minifig's best bet is to make a desperate leap for safety. He may be dodging an oncoming truck, jumping out of an exploding helicopter, or diving behind cover when an enemy gun turret opens fire.

Minifigs are not able to Sprint as a Response Action. Instead, assuming their movement type would logically allow it, they have the option to **Bail**. A Bailing minifig can spend an Action to dive to any spot within an Action Roll's worth of inches from his current position, ending up lying prone on the ground and Disrupted.



A minifig who rolls Over the Top on a Bailing roll can use it to land on his feet and avoid Disruption.

A minifig who's reduced to Half Speed also Bails at Half Speed, diving only one real inch for every two Bail inches. If a minifig is at Half Speed because he's carrying a heavy burden, he can drop it before he Bails and leap the full distance.

A low Action Roll can sometimes mean that a minifig doesn't Bail far as he needs to, and a Critical Failure means he just slips and falls on his face right where he's standing. If a Bailing minifig doesn't jump far enough to escape the path of an oncoming train, he still gets hit by the train; if he's Bailing to avoid a rifle volley and doesn't reach cover, the riflemen just fire at him in his

new position instead of his old one.

Rekonstruktion and Retkonstruktion Numbers



Time in the BrikWars universe is inconsistent and poorly defined. ABS plastic has a side effect of warping time and space into knots, and SpaceMen's compulsion to kick the ass of reality itself inevitably shreds the history of each new universe into tangled spaghetti. A minifig might leave in the morning on a brisk walk and find himself arriving home three centuries in the past. Opposite sides of a minifig city street can end up on separate planets one day, and interdimensionally superimposed on one another the next, without any justification given or asked for. How does anyone organize a timeline when such extreme distortions are a basic fact of life?

Minifig historians order kchronologies by BrikVerse Rekonstruktions, numbering each reality according to the number of previously destroyed universes it inherits recycled elements from.

The universe in which SpaceMen first arose is assigned the number 1,978, after Brik science determined that its destruction retroactively created 1,977 previous generations of reality leading up to it. None of these reverse Prekonstruktions (or "Retkons") contained true minifigs, but as they approached the 1,978th Rekonstruktion, devolved forms of pre-minifig life begin to appear. These proto-life forms occasionally surface in later Rekonstruktions, and may paradoxically be the progenitors of the bioengineers responsible for creating the SpaceMen in the first place, who would then go on to catastrophically bring about the existence of their preceding universes in which the protofigs evolved.

Brik symmetricians theorize that, because the effects of the SpaceMan's Exploding Kanon Ball created 1,977 antecedent realities, it must have created exactly 1,977 generations to follow, and the BrikVerse will finally run out of ABS in the 3,955th Rekonstruktion.

(BrikWiki entry: [Rekonstruktion](#))

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CHAPTER FIVE

Combat



Engaging in combat is a minifig's highest goal and greatest joy, for he knows that violence is what pleases the Humans best. If prevented from mayhem for too long, minifigs become despondent and irrational, eventually succumbing to dreaded pacifism. Victims of this affliction may find limited use as menial laborers, but they're best put out of their misery quickly as target dummies for the other minifigs' entertainment.

5.1 Making Attacks

Regardless of the flavor of violence employed, whenever a minifig makes an attack he follows the same three steps. First, he measures his weapon's Range (for Ranged weapons) or reach (for Close Combat weapons) to see if his attack can reach the target. If so, he next makes an Action Roll to see if his attack successfully hits. If it does, the minifig makes a Damage Roll to see if the weapon's Damage defeats the target's Armor. Each of these steps can be affected by a variety of modifiers as the minifigs maneuver for best advantage.



Rappelling in on VTOL transports, military snipers take a commanding view of their zombie-infested town from the top of the church tower.

Photo: Alfredjr
from "NELUG BrikWars: iZombies!"
Elements shown: LEGO

Automatic Hits

Combat involves a lot of die rolls. Players should find excuses to skip them when possible.

There are many situations in which an attack is treated as an **Automatic Hit**, eliminating the need for an Action Roll (although the Action is still spent). A minifig attacking an inanimate object Automatically Hits it, for instance, if he's close enough to touch the object with the business end of his weapon and no one else is attacking him in the meantime.

Many types of bodily attacks are also Automatic Hits, including Shoves, Grabs, and bodily Collisions (all described in this chapter), although these can sometimes be Parried or dodged by Bailing out of the way in a panic.

Checking Range

In order to attack a target, a minifig must be able to strike it with a weapon.

If the minifig is using a Close Combat weapon (a weapon with a Range of cc), he must be able to touch the target with the weapon's striking surface. (Some weapons may have additional restrictions, according to common sense - a Jousting knight can't stick his lance out sideways to damage a target way off his right shoulder, for instance, and a poleaxe can't be meaningfully swung if it's stuck halfway through an arrow slit.)

If the minifig is using a Ranged weapon (a weapon with a Range measured in inches), there must be a clear line of sight between the weapon and the target. The weapon's Range is measured from the business end of the weapon to the target. Targets outside of this Range can still be attacked, but with penalties (described further below).

Action and Damage Rolls



Two rolls determine an attack's success, resulting in either a glorious kill or an ignominious whiff.

 Once he's picked a target, the minifig must be skillful or lucky enough to hit it. The minifig spends his Action and uses his Action Die to make an **Action Roll** against the Use rating of his weapon. If the result of the Action Roll (including modifiers) is equal to or greater than the Use rating, the attack strikes the target. If not, it misses completely, resulting in the minifig's humiliation. He may say "I meant to do that," but everyone knows he's lying.

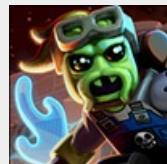
If the attack hits, it then has to do enough damage to destroy the target. The player rolls the dice in the weapon's Damage rating.

If the amount of damage from this **Damage Roll** (including modifiers) is greater than the target's Armor, the target is destroyed (or parts of it are destroyed, in the case of larger targets [\(7.2: Taking Damage\)](#)). Congratulations! If the damage is less than the target's Armor, the attack has glanced away harmlessly, traditionally accompanied by one or more players making a "ka-ping!" sound effect.

If the damage is exactly the same as the target's Armor, then the target isn't necessarily killed, but it doesn't escape unscathed. Instead, Something Bad happens.

Something Bad

More Something Bads



A wider array of Something Bads is available when players move up to creation-based combat. More Something Bads can be found in [7.2: Taking Damage](#).

Something Bad	
Something Bad	Effect
Disarmed!	Minifig drops one held item
Struck to the Ground!	Minifig is Disrupted
Mortally Wounded!	Minifig dies at the end of the turn
Unexpected Twist!	Minifig's player comes up with something simple, immediate, and unfortunate

When a minifig is struck by damage that exactly matches his Armor, his player chooses **Something Bad** to happen to him. They normally choose from three basic results: the minifig is either Disarmed!, Struck to the Ground!, or Mortally Wounded!, but the minifig's player can invent an Unexpected Twist! variation if it's entertaining enough to earn the other players' approval.

● **Disarmed!**

When a minifig is **Disarmed!**, he drops a useful item he's holding, and it's knocked away a number of inches equal to the Action Roll of the minifig attacking him (if any).

If the other players agree, the minifig's player can choose other non-held items if it makes sense and losing them is an equivalent disadvantage. An attack might sunder a minifig's suit of armor, knock off his golden crown of authority, cut the straps to his backpack full of strategic ice cream sandwiches, or separate him from the Horse he rode in on.

A non-minifig target can also be Disarmed! if it's equipped with or carrying an important item. A Horse's important items, for instance, might be the hitch attaching it to the royal carriage, its minifig princess out for a joyride, or its side-mounted rocket launcher.

● **Struck to the Ground!**

When a minifig is **Struck to the Ground!**, he immediately falls Disrupted wherever he stands ([4.1: Movement](#)).

● **Mortally Wounded!**



A minifig who is **Mortally Wounded!** can continue fighting as normal, but dies at the end of the current player's turn. If this happens on the minifig's own turn, he can finish his movement and Action as usual. If it's another player's turn, the minifig can use his final moments to take a desperate response Action or keep a Close Combat opponent engaged for a crucial few extra moments. In either case, the minifig has time to deliver a final speech before dying.

When a non-minifig target is Mortally Wounded!, it takes damage at the end of the turn as if the Damage Roll had been successful. A fresh Horse becomes Wounded, for instance, and a Wounded Horse dies ([H.1: Horse Abilities](#)).

● **Unexpected Twist!**

Something Bad happens! But what? The minifig's player can come up with their own **Unexpected Twist!** if it's entertaining enough to get the other players' approval.

Like all Something Bads, an Unexpected Twist! should be simple, immediate, and sufficiently unfortunate for the victim.

Players should resist agreeing to any proposed Unexpected Twist! that requires complex or esoteric details, or requires them to remember anything for more than a turn.

Something Bad Example: The Big Rock

Example: Caveman researcher Krag has concocted a daring theoretical framework about big rocks and the potential bash delivery therefrom. Assembling an appropriate rock, he asks his assistant Pennington to help test his central hypothesis.

The big rock is treated as a Random Object. Pennington picks it up and smashes Krag over the head with it.



Action

Pennington makes an Action Roll to see if the attack hits. She rolls a 6 on her Action Die, successfully meeting the Random Object's Use rating of 4 and taking the attack Over The Top.



Damage

She rolls her Action Die a second time for damage, this time rolling a 3. A Random Object's Damage rating of $\text{d}6 - 2$ reduces the damage to 1.



Damage Benny

In the interest of science, she elects to use her Over The Top Benny to add an extra die of damage. She rolls her Action Die a third time, rolling a 3 and bringing the total damage to 4.



The damage exactly matches Krag's Armor rating, so Something Bad happens. The players agree on an Unexpected Twist!: Krag falls in love with Pennington, opening exciting new research avenues into respecting difficult professional and ethical boundaries.

Action Modifiers

Destroying a target is rarely a foregone conclusion, and ambitious leaders will want to give their troops every possible advantage. While the best defense is a gratuitously overpowering offense, it's fun to frustrate enemies by maneuvering to eliminate their advantages at the same time.

There are a number of conditions that players can manipulate for **modifiers** to improve or handicap an attack's chances of success. Positive bonuses can add to an attacker's Action Roll, to the Range of his weapon, or to the damage dealt on a successful hit. Negative penalties can subtract from an attacker's Action Roll or damage total.

Action modifiers can sometimes raise or lower an Action Roll by a large amount, but remember that Critical Successes and Failures mean that the results of a roll are never guaranteed. Critical rolls are based only on the numbers rolled on individual dice, not on the final totals after modifiers are applied ([1.2: Numbers](#)).

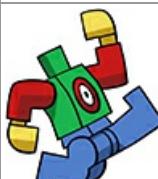
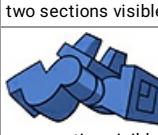
Target Size and Visibility



Standard attacks are based on nature's perfect target: the minifig.



When checking for visibility modifiers, or if you're a ninja practicing swordplay, remember that a minifig is divided into three main parts.

Target Size Modifiers		
Target Size	Minifig Visibility	Effect
Large target		+1 to Action Roll or Explosion damage per 2" of Size
2x4 brick	 fully visible	(no modifier)
2x2 brick	 two sections visible	-1 to Action Roll or Explosion damage
1x1 brick or equipment item	 one section visible	-2 to Action Roll or Explosion damage



After failing in his attempt to blow up some VOL troops standing inadvisably close to explosive gas cannisters, the Immortal M.Q.S. takes cover at the end of this corridor.

*Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO*

Most attacks target a minifig or similarly-sized object. Larger targets are easier to hit, and smaller targets are more difficult.

For targets that are very large, like the ground, the broad sides of barns, and Humans, attackers receive +1 to their Action Roll for every 2" of the target's Size. This Action Bonus only applies to sections of the target the attack is able to hit - if a space frigate is twenty-four inches in length, but only four of those inches are visible and in range, then the bonus is only +2.

Measuring the Size of objects is described in greater detail in 7.1: Structure, but it works like you'd expect - players measure the main body of an object along its greatest dimension, in inches, and that's good enough for most purposes. A standard minifig's Size is one inch.

When special precision is required, an attacker can focus on smaller targets. For a target equivalent to a 2x4-stud brick, the attacker fires as normal. If the target size is closer to 2x2 studs, he takes a -1 Action Penalty to his Action Roll. If the target is the size of a single 1x1 stud, he takes a -2 Action Penalty.

For minifig targets, this process is streamlined. Rather than trying to estimate how many studs' worth of any given minifig is visible, minifigs are divided into three main sections: the head (including helmet, hat, or hair), the torso (including arms, backpacks, and armor, but not carried equipment), and the legs. If the attacker can see any part of one of these sections, however small, then the section is considered visible. If all three sections are visible, the minifig targeted as normal. If the attacker can see two out of the three sections, he takes a -1 Action Penalty. If only one minifig section is visible, the Action Penalty is -2.



Action Modifiers for target size and visibility also modify the Damage from Explosions and other area-based effects.

Only the sections of the target within the area of effect are considered. Even if a minifig is fully visible from an Explosion's point of detonation, if his head and body are outside the two inch radius then the Explosion affects his pants only, doing -2 Damage.

Combined Attacks



Natalya's Assyrian forces rely on disciplined Combined Fire to take down heavy targets.



Although the Assyrians are out of formation, it's worth risking friendly crossfire from Missed Shots in order to focus damage on one of the Immortals' deadly Maniacs.

Photos: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO

Combined Attacks	
Attack Type	Effect
Combined Ranged attacks	Combined damage and secondary effects
Combined Close Combat maneuvers (maximum of 3 on a single minifig)	Combined damage and secondary effects -1 to Action Rolls for any outnumbered minifigs in Close Combat
Combined Charge attacks	Combined damage and KnockBack

If a minifig lacks the power to take down a target by himself, he can coordinate attacks with friends and allies to deliver a **combined attack**. The damage from all participants is added together and applied in a single large sum, which is handy for punching through otherwise-impenetrable Armor levels or for maximizing the humiliation of weaker targets.

If units want to join together in a combined attack with the units of another player, they may delay individually to make their attacks on that player's turn instead of their own. They return to acting on their own player's turn again afterwards.

Combined **Ranged** attacks ([5.3: Ranged Combat](#)) simply combine the attacks' damage and any secondary effects. Any units capable of making a Ranged attack on the target may join in; they don't need to communicate with the other attackers.



Even Space Ninjas lack the skill to coordinate this many swords at once. The Space Pirate is momentarily safe as his overeager foes become entangled in one another's blades.

Combined **Close Combat** maneuvers ([5.2: Close Combat](#)) combine their damage and secondary effects, and also make it more difficult for victims to fight back effectively. Not only will the targets' Parries be quickly used up against multiple attackers, they also take a -1 penalty to all Action Rolls if they (and their allies, if any) have fewer fighters in a single Close Combat engagement than their opponents.

The Action Roll penalty for being outnumbered applies even if the opponents are on different teams. If there are several mutually opposing forces in the same Close Combat group, they may find themselves in a situation where each of them is in the minority against the rest of them.

No more than three Close Combat opponents can gang up on a single minifig at any one time, or they'll end up jostling and lopping each others' arms off by mistake. Larger targets are subject to no such hard limitations, although other limits may be

dictated according to common sense.

In a combined **Charge** attack ([5.4: Charge!](#)), the attackers combine their Damage and, if they're all striking from the same direction, they can combine their KnockBack Roll as well. The target must be big enough for all the attackers to Charge into at the same time; otherwise, they're prone to disrupt their own Charge by all crashing into each other.

When combining attacks of different types, keep in mind that Close Combat fighters are likely to be directly in the line of fire of any Ranged attackers' Missed Shots ([5.3: Ranged Combat](#)) or Charging attackers' Charges if any of them blow their Action Rolls.

Other Modifiers



Although this assassin can't actually see his target, the shadow on the rice-paper wall gives him a pretty good idea of where to strike.

Other Modifiers	
Condition	Modifier
Height advantage	+1" Range per +1" altitude (maximum +5")
Out of Range	-1 to Action Roll, Damage Roll, and secondary Damage effects
Firing Blind	-5 to Action Roll

The remaining Action Modifiers don't fit into the standard categories.

Ranged attackers with a **height advantage** gain a little extra edge, in the form of one inch of extra weapon Range (up to +5") for every vertical inch of altitude between them and the targets below. (Low attackers shooting at elevated targets are not subject to any corresponding disadvantage.)

Attackers frustrated by targets that are slightly **out of range** can fire their weapons anyway, but their attacks' accuracy and effectiveness drop off quickly with distance. For every inch past a Ranged attack's Range, the attack suffers a -1 penalty to its Action and Damage Rolls.

Secondary Effects Out of Range

In later chapters, some Damage types have secondary effects based on the dice in the Damage Roll. For secondary effects based on individual die results, like Fire ([8.3: Automatic Weapons](#)) and Grinding Damage ([7.2: Taking Damage](#)), the number on each die is treated as one lower for every inch the target is out of range.

The Damage penalty for attacking out of range is ignored for Explosive weapons, which do the same Explosive Damage regardless ([3.2: Ranged Weapons](#)), making this a handy option for thrown grenades.

Units firing at a target they can't see are **firing blind**, and receive a -5 Action Penalty in addition to any other Action modifiers at play. The target may be hidden or invisible, the attacker may have been blinded or blindfolded, or he may be extra cocky and firing backwards over his shoulder with his eyes closed.

While he is unable to see the target, the attacker must still somehow have a very close idea of where the target is (within one inch) to attempt the attack. The target may have chosen a small and obvious hiding place (he's hiding inside a pup tent) or he may have made enough noise to give away his location (his cell phone went off).

Out of Range Example: The Hangman's Gallows



Thieven Hood appreciates the undeniable humor of a public pants-pooping, as long as it's someone else's pants.

Example: In the excitement surrounding the public execution in Dottingham Square, Thieven Hood has snuck his way onto the town palisade overlooking the plaza. He's too late! The hangman is already pulling the release lever, and one of Thieven's Merry Minifigs is about to take the long drop.

Although well aware of the involuntary pants-pooping that accompanies a successful hanging, Thieven is still determined to try to save his minion. He only has one chance: to shoot the rope before it snaps the victim's neck.

This is a difficult shot. Thieven's longbow has a Use of 3 and a Range of 10", but the rope is very small, giving a -2 Attack Penalty for target size, and it's a full fifteen inches away, giving additional Action and Damage penalties of -5 for being five inches Out of Range (5.1: Making Attacks). With a Use of 3 and an Action Penalty of -7, he needs to roll a 10 to hit the rope. It's a long shot by any interpretation.

8

Action

Thieven Hood rolls his d10 Action die. An eight! Because it's a six or greater, he gets an Over the Top Benny to improve his shot.

+ 2

Range Benny

Rather than adding to his Action Roll, he uses the Benny to add +1 d6 inches to the longbow's Range for this attack. He rolls a 2, increasing the Range to 12". The rope is still Out of Range, but now only by three inches, reducing the Out Of Range penalties to -3. His Action Roll of eight is now exactly enough to overcome the combined -2 target size penalty and -3 Out of Range penalty. The arrow hits the rope.

2

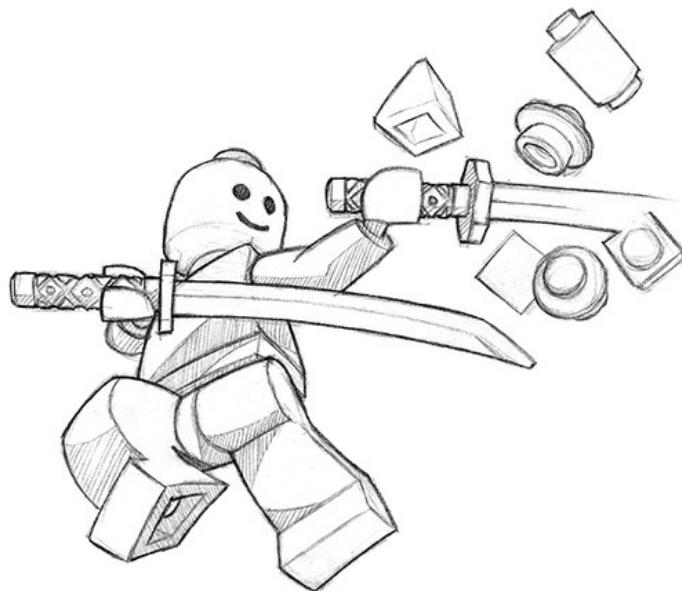
Damage

The longbow's Damage rating is 1 d6 +1, but the Damage is also subject to the -3 Out of Range penalty. Thieven Hood rolls a 2 on the d6, resulting in zero total Damage.



Thieven has already spent his Over the Top Benny to add Range, so there's nothing more he can do. The arrow strikes the rope with perfect precision and bounces off without effect. The condemned Merry Minifig drops through the trapdoor, the noose snaps around his neck, and the pants-pooping is instantaneous. Thieven Hood, along with the handful of other Merry Minifigs attending incognito, joins the crowd of onlookers in merry laughter at the defecatory spectacle.

5.2 Close Combat



A unit with a Close Combat weapon can use it to try to whack any object within reach. Inanimate targets (trees, buildings, helicopters) are not notably responsive to such aggression. They take whatever damage is applied and, assuming they survive, stoically continue on with whatever they were doing.

More reactive targets (minifigs, animals, robots) are less likely to take that kind of thing lying down. Whenever one melee unit attacks another with hand-to-hand weapons, the two of them leave the regular turn cycle of movement and Action and enter into the more refined state known as **Close Combat**. Close Combat is normally initiated by one minifig running up to hit another with whatever he's holding in his hands. It can also occur when he carelessly wanders within range of an enemy's melee weapon, and that enemy makes a preemptive response attack.

Close Combat is often one-on-one, but can also involve larger groups ganging up on lone victims or attacking each another in grand melees.

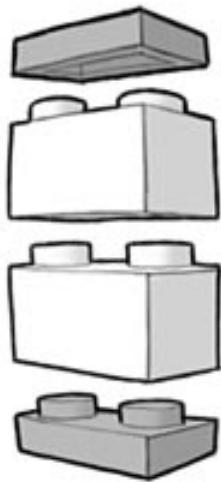
Close Combat Engagement

While in Close Combat, minifigs are locked in an intense struggle, attacking on their own turns and countering attacks on their enemies' turns, using as many weapons as they have available in hand, until one side is defeated or makes a shameful retreat.

On each player's turn, every minifig in Close Combat can use each of his hands once, with or without held objects. For normal minifigs with two hands, this limits them to a maximum of two maneuvers per turn.

A minifig who is engaged in Close Combat cannot make response Actions to events outside of Close Combat.

The Angry Inch



An Angry Inch is easy to construct - two bricks and two plates stacked together make an accurate inch.



This warrior lunges forward one Angry Inch to Strike an enemy just out of reach.



When the enemy gets too close, she jumps back one Angry Inch to give herself room to swing her blade.

Elements shown: LEGO, Little Armory, Mega Bloks, custom mold

Minifigs in Close Combat don't take movement in the normal fashion. Instead, prior to each Close Combat active maneuver or Counterstrike, they can lunge up to one inch to better position themselves. This fancy footwork is known as the **Angry Inch**, and it's not counted against the minifig's regular Move inches.

Minifigs can take advantage of this free inch as many times as they make Close Combat maneuvers against an opponent. A minifig cannot deliberately use an Angry Inch to move to a location from which he would be unable to complete his maneuver.

On his own turn, a minifig who's Disrupted from a previous turn can use an Angry Inch to recover and immediately initiate a Close Combat maneuver.

Active Maneuvers

Close Combat Maneuvers			
Maneuver	Uses	Counter	Notes
Strike	any CC weapon	Parry with Shield	spends ☀ Action <i>may make a second Strike with an unused CC Weapon</i>
Grab	any empty hand	Parry with any held object or with two Bare Hands	spends ☀ Action
Shove	any held object or two Bare Hands		
Dis- engage	nothing	Counterstrike with any CC weapon	<i>Disengaging minifig may Parry a Counterstrike with Shield</i>

A minifig doesn't need an unspent ☀ Action to Parry or Counterstrike, but his Action is considered spent afterward.

On a minifig's own turn, he is the active combatant who drives the course of Close Combat. He can use an Action to **Engage** his opponents with a **Strike**, a **Grab**, or a **Shove**. If he's feeling cowardly, has a more important Action to focus on elsewhere, or just forgets to Engage any of his opponents, he can **Disengage**, either withdrawing from Close Combat to take Action elsewhere, or simply ignoring the opponents trying to murder him and hoping for the best.

A normal minifig is only able to focus on one type of maneuver in a turn. If he wants to Shove a target and then Strike it, he has to do it on separate turns, no matter how many unused weapons he has available.

● Striking

A **Striking** minifig makes a Close Combat attack with a weapon he has ready in hand.



Minifigs without a weapon are at a serious disadvantage in Close Combat. Fortunately, many types of Random Objects can be used as Close Combat weapons in a pinch (3.4: Desperate Measures).

The attacking minifig makes an Action Roll against the Use rating of his weapon. If it hits, he makes the weapon's Damage Roll to see how much damage it delivers.

If the minifig has a second weapon ready in hand, he can use it to make a second Strike against the same target.

If a minifig or group of minifigs make multiple Close Combat attacks on a target in the same turn, all of the Damage is cumulative. Remember that a minifig can be attacked by a maximum of three Close Combat attackers during any single player's turn.

● Grabbing

An active minifig with a free hand (or other gripping appendage) can use it to **Grab** an opponent within reach. A Grab succeeds as an Automatic Hit unless the target Parries or manages to Bail in time to avoid it.

A Grab does no damage, but once one minifig Grabs another, any Close Combat attacks on either of them (including Counterstrikes and Strikes from minifigs not involved in the Grab) are Automatic Hits. Naturally, the victim of a Grab will be able to deliver a return Strike with an Automatic Hit on his own turn (or, in some cases, as an immediate response Action), making Grabs risky against armed opponents.

While in a Grab, the minifig doing the Grabbing must keep at least one hand on the minifig being Grabbed. Neither minifig can move, Bail, Disengage, or use Angry Inches to reposition themselves until the Grab is released. The Grabbing minifig may release the Grab at any time, including right after making his own Strike on a subsequent turn.

A Grabbed minifig can break the Grab with a successful Shove or by killing the Grabbing minifig.

● Shoving



If an active minifig has no Close Combat weapons to Strike with, if he has a Two-Handed Weapon and his target is too

close to attack with it, or if his adversary is standing in front of a bottomless pit after foolishly insulting Sparta, the minifig can **Shove** his opponent away.

The minifig must position himself within arm's reach of his opponent. He may Shove with any held object to make the Shove, or with his Bare Hands if he's not holding any objects.

If a Shove isn't Parried or dodged by Bailing, it's an Automatic Hit. The target takes two inches of KnockBack ([3.2: Ranged Weapons](#)), getting pushed two inches directly away from the Shoving attacker. If the victim is a minifig, he's Disrupted.

Disengaging

Ranged Weapons in Close Combat

Minifigs can't make ranged attacks while engaged in Close Combat. If a minifig in Close Combat wants to fire a ranged weapon, he'll have to accept the consequences of Disengaging first. Otherwise, he's stuck in hand-to-hand mode, limited to using his ranged weapon as a Minifig Tool and trying to bludgeon his opponent with it.

Minifigs outside of Close Combat are free to fire at a target engaged in it, with the knowledge that any missed shot is likely to strike their target's opponent instead. This is rarely a discouragement.



An active minifig who'd like to focus on something other than his Close Combat opponents can attempt to **Disengage**. Before taking advantage of his new freedom from Close Combat obligations, up to three of his opponents can immediately take an Angry Inch and make one Counterstrike if they have a weapon they haven't used yet in the turn. If the Disengaging minifig survives, his Disengagement is successful.

A Counterstrike works the same way as a Strike, except that a Counterstriking minifig can only use one weapon, and they can make the Counterstrike even if they've already spent their Action. Their Action is spent afterwards either way.

If the Disengaging minifig is being Grabbed, he can't move as part of his Disengagement; he remains Grabbed in place while focused on whatever else he's doing. Otherwise, he can take an Angry Inch to aid his escape and then move freely. If his movement takes him outside the reach of his opponent's Close Combat weapons, then he's no longer in Close Combat with them. Otherwise, he remains in Close Combat in his new position.

If the minifig tries to counter his opponents' Counterstrikes as he's Disengaging, either Parrying or Bailing, then his Action is spent. Otherwise, he's free to spend it on whatever new Action he likes.

Parrying

Once the active minifig initiates a Close Combat maneuver, his target can try to **Parry** it to reduce or nullify its effects.

Minifigs can use any object to Parry a Shove or Grab, but only a Shield can Parry damage.

Minifigs don't need to have an unspent Action to attempt a Parry, as long as they haven't already used the hand or object they're Parrying with during the current player's turn. Regardless of whether the target had an unspent Action or not, their Action is spent after Parrying.

As a last resort, if a target minifig has nothing to Parry with, he can try Bailing out of the way as a response Action ([4.3: Enemy Response](#)). This can save him from the effects of one Close Combat maneuver, but leaves him Disrupted and defenseless against any subsequent ones. Unlike Parries and Counterstrikes, a minifig must have an unspent Action to attempt a Bail.

A Parrying minifig makes an Action Roll against the Use rating of the weapon or object he is Parrying with. When Parrying, Ranged weapons are treated as Minifig Tools (Use:3) rather than using their Ranged attack stats. Bare Hands have Use:0, meaning that a Bare-Handed Parry rarely fails, except on a Critical Failure or when there are significant Action penalties.

If a minifig is Parrying against an opponent making an Attack or Shove using a Two-Handed Weapon, he Parries with +1 to his Action Roll due to the weapon's large size.

If a Parry fails, then the opponent's maneuver is not deflected. Worse, any time the Parrying Action Roll is a Critical Failure, the Parrying weapon or object (if any) is knocked out of the minifig's hands as if the minifig had taken the Disarmed! result when Something Bad happened ([5.1: Making Attacks](#)).



Parrying Strikes, Counterstrikes, and Other Damage



Close Combat Strikes and Counterstrikes can only be Parried by a Shield. If a minifig successfully Parries one of these attacks or other incoming damage with a Shield, then he has **Deflection** against the damage, removing one of each type of damage dice in the roll ([3.3: Bodily Protection](#)).



A minifig who rolls Over the Top when Parrying damage can spend the Benny to take an extra level of Deflection against the incoming damage. A minifig who's Parrying damage with Bare Hands is still out of luck, though; bare-handed Parrying is purely Heroic Feat territory ([6.3: Heroic Feats](#)).

Outside of Close Combat, a Shield can be used to Parry any incoming damage within the minifig's field of view as if it were a Close Combat attack.



Parrying Grabs and Shoves

A minifig Parrying a Grab or Shove can use any weapon or object already in hand, or he can use both of his Bare Hands if he's not holding anything in either of them. A successful Parry cancels the effects of the Grab or Shove.

When the consequences of a Grab or Shove would be truly dire, the Parrying minifig may drop objects in hand before making the Action Roll in order to Parry with Bare Hands (Use:0) instead, improving his chances of successful evasion.

Parrying Example: Soccer Moms

Example: Riot police have been deployed to contain an uprising of soccer moms. Cut off and surrounded, Riot Officer Fred is the last survivor of his squad.

A horde of a dozen moms rush his position, but a minifig is limited to three Close Combat attackers in a turn, much to Fred's relief. Knowing he'll take a -1 Action penalty for being outnumbered, he prepares to resist the assault with his nightstick truncheon (a Heavy Weapon) and riot shield (a Heavy Shield).

2

Action
(Fred)

The nearest mom makes a Grab for Fred. He could use either his nightstick or shield to Parry the Grab, but he wants to save the shield to Parry damaging attacks. He Parries with the nightstick, rolling his Action Die against the Heavy Weapon's Use of 3. He rolls a 2, reduced to 1 by the Action penalty - a miss. The mom's Grab is successful.

5

Action
(Fred)

The second mom delivers a deadly rolling pin Strike. Thanks to the first mom's Grab, the attack hits automatically. Fred Parries with the riot shield, rolling his Action Die against the Heavy Shield's use of 3. This time he rolls a 5, successfully Parrying and giving himself Deflection against the attack, removing its only die of damage and saving himself from a painful bludgeoning.

The third and final mom makes a Strike of her own. This is also an automatic hit, and Fred has nothing left to Parry with. The mom sinks her frying pan into his face. Unless he can quickly find a dose of mom antivenom, Fred is now in danger of being turned into a soccer mom himself.

5.3 Ranged Combat

Rather than get caught up in the chaos of hand-to-hand combat, minifigs may try using **Ranged** attacks to strike cleanly from a distance, either using dedicated Ranged weapons or by throwing Close Combat weapons or other objects.

Ranged attacks are straightforward affairs. After taking appropriate modifiers into account for visibility and range, the attacking minifig rolls his Action Roll against his weapon's Use rating and applies its Damage Roll on a successful hit.

A minifig can only make Ranged attacks against a single target in a turn, even if he has multiple Ranged weapons. He may not make Ranged attacks while engaged in Close Combat. (Minifigs who successfully Disengage from Close Combat without spending their Action are free to make Ranged attacks.)

Missed Shots



When a Ranged attack misses, the shot is usually considered to have flown off into the sky or harmlessly impacted the ground next to the target. Any player may insist on tracking a **Missed Shot** more accurately, if they have a good reason to make the effort. Players might think that the target is big enough that even a bad shot would have had to hit another part of it, or that an Explosive landed close enough to the target to catch it in the blast radius, or they might be looking greedily towards other potential targets in the field of fire.

When players decide to track a missed Ranged Attack, they check to see the amount the Action Roll missed by. (For instance, if the attacker needed a 5 but rolled a 3, then the Action Roll missed by 2.) The Missed Shot lands somewhere within this many inches of the target.

If the target of the attack belongs to an opposing player, then that player gets to decide where the shot lands, within that many inches. Otherwise, the attacking player chooses any of their current enemies to make the decision. The enemy can pick any spot within the Missed Shot range for the shot to strike, no matter how Koincidentally ridiculous or unlikely, provided that it's somewhere the weapon could theoretically have hit in the first place. The weapon's damage is then dished out, including penalties for going out of range if necessary.

The only restriction to the enemy's choice of accidental target is that they can't choose a target that's owned by any player other than themselves, the player making the attack, or either of their allies. Other players' units are off-limits unless hitting them can't possibly be avoided.

Missed Shot Example: Viking vs. Ninja vs. Pirate



Elements shown: LEGO, Mega Bloks, Little Armory

Example: When this Viking sees his pirate buddy under attack from a ninja ex-girlfriend, he hastens to intervene!

1

Action

The ninja is too far away for him to engage in Close Combat, so he runs forward and hurls his axe at her back. The ninja is just within range, and with the axe's easy Use rating, the Viking only needs a 2 or higher to hit. Sadly, he rolls a 1.

Because he missed the roll by 1, the gleeful ninja may now pick any target within one inch for the axe to strike instead of herself. The pirate is the obvious choice - as an ally of the Viking, he's a legal accidental target. The pirate is just barely out of range of the throw, so there will be a -1 penalty to damage.

4

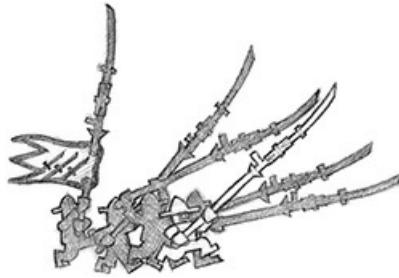
Damage

The Viking rolls a 4 on his for damage, minus one for the out of range penalty.



The final damage of 3 isn't enough to kill the pirate, just to give him major lacerations. The pirate and Viking laugh together, because pirates enjoy being cut. Thwarted, the ninja vanishes into the shadows.

5.4 Charge!



The third way for minifigs to make attacks is to run flat-out and smash into their target, either with a thrusting weapon or with their own bodies. A **Charge** can be used to add power to an attack with a Charging Weapon, but occasionally minifigs find themselves just slamming into things, whether on purpose or by accident. Knightly jousting, football tackles, and car crashes are all examples of Charge attacks.

Charge attacks can be combined with a Sprint into a single Action (4.1: Movement), allowing minifigs to both cover ground and destroy stuff in the same turn.

Momentum



Element shown: Your MOM

For a Charge to be of any use, a minifig must build **Momentum**. He does so by running, Sprinting, flying, or falling out of the sky straight at his target from at least four inches away.

As in real life, anything shorter than four inches grants no advantages and can be safely ignored.

Momentum grants a special type of Benny called a **MOM**. Like Bennies from taking an Action Over the Top (4.2: Action), a **MOM** can be used to add +1 $d6$ to certain stats and rolls, or +1 Damage die to some Damage Rolls.

A minifig gets his **MOM** when he's run for four inches in a straight line, and it lasts for as long as he continues traveling in that line. The moment he turns to the right or left from his straight-line path (jumping over obstacles or running down slopes is allowed), does anything that would prevent running at full speed (opening a door, running up stairs, putting on roller skates), or ends a turn without using up all of his Move inches, his **MOM** abandons him and he has to start over. Fortunately, he can get a new **MOM** as soon as he runs another four inches.

Because of his small size, a minifig has limited Momentum and can never have more than one **MOM** at a time.

Rolling Your MOM

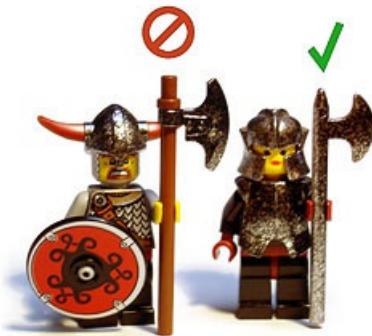
A **MOM** can be spent to add a Bonus Die to any roll or stat that would logically (by the players' definition of logic) benefit from the Momentum of a speeding minifig. A minifig might roll his **MOM** to add +1 $d6$ to the height of a pole vault, the length of a long jump, or the Range of a thrown spear. He might also use it to cause +1 $d6$ of KnockBack in a Charging Shove or a Collision.

A minifig can also use his **MOM** to add +1 \star of damage to a Charging attack with an appropriate Charging Weapon.

A **MOM**'s effect only works in the direction of the Charge. It can't be spent at an angle off to one side or to the rear.

As soon as the minifig rolls his **MOM**, the **MOM** is spent, and he must run another four inches to get a new one. Unless he's stopped by whatever he ran into, he must continue running in a straight line to the limit of his Move inches for the turn, even if this forces him to run over a cliff or into a wall of spears. This can be especially inconvenient when Bonus Dice on a critical Sprint roll add more inches of Move than he was prepared for.

Charging Weapons



Poor Olaf's axe isn't pointy enough to Charge with like Betty's. But players might let him Charge with his horns if they're feeling generous.

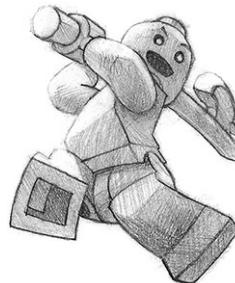
Elements shown: LEGO

Ramming enemies head-on is a time-honored Charging technique, but a statistically significant number of minifigs prefer to lead with a weapon rather than their own bodies.

Not all Close Combat weapons are appropriate for a Charging attack. A **Charging weapon** must be a Two-Handed Weapon or a Heavy Weapon swung or thrust with both hands ([3.1: Close Combat Weapons](#)). For minifigs Charging on foot, the weapon must be designed for spear-like thrusts (lances, battering rams, rifle-mounted bayonets). For minifigs flying or falling out of the sky, any type of Heavy or Two-Handed Weapon can be used in a mighty two-handed downward strike.

Players may come up with more exotic examples on a special-case basis. A Charging berserker might use a horned helmet or a spiked shield, for instance, if all players agree to allow it.

Charging Attacks



A Charge attack is treated as a special kind of Close Combat maneuver. Due to the rush of the Charge, the attacker and defender are each limited to a single attack and Parry. They may not use Angry Inches.

If an attacking minifig hits his target with a Charging Weapon Strike, he can spend his **MOM** to add +1^{dx} to the damage of the attack. If he hits the target with a Charging Shove, he can spend his **MOM** to add +1^{dd} to the KnockBack delivered.

If his Charging attack misses, the attacker keeps his **MOM** and must either Collide with the target (if the target is directly in his path) or continue running in a straight line to the limit of his Move inches.

Charging attacks may only be Parried with a Shield ([5.2: Close Combat](#)). When Parrying isn't possible, Bailing is often the best response to a Charging attack.

Minifig Collisions



Element shown: Your POP

MOMs vs. POPs

MOMs come and go, but a minifig's **POP** is always with him.

Physical Opposition works like Armor - it can be overcome, but not used up. No matter how many **MOMs** hit a minifig, whether simultaneously or one after the other, he resists each new **MOM** or group of **MOMs** with exactly one **POP**.

When a minifig with Momentum crashes into another minifig, a **Collision** occurs. A Collision is part of normal movement and doesn't cost an Action.

Even the most heavily-armored minifig is too soft and squishy to cause any direct damage in a crash, but a Charging minifig has the chance to send targets flying if his Momentum is enough to overcome their **Physical Opposition**. In the right situations, this can be more entertaining than mere damage would have been, knocking minifigs out of formation, off the sides of bridges or parapets, and into unfavorable tactical positions like minefields or active volcanoes.

A minifig in a Collision spends his **MOM** to cause $+1 \text{d}6$ " of KnockBack, sending a target flying directly away from the point of Collision like the KnockBack from an Explosion (3.2: *Ranged Weapons*).

A target minifig struck by a Collision automatically resists it with one die of Physical Opposition (one **POP**), rolling $1 \text{d}6$ and canceling that many inches of KnockBack. If the **POP** roll reduces the KnockBack inches to zero or less, the KnockBack is successfully resisted. The Charging minifig is brought to a dead stop, and the two minifigs are now locked in Close Combat.

If there are inches of KnockBack left remaining, then the target minifig is Knocked Back that many inches and Disrupted (4.1: *Movement*). The Charging minifig must continue running forward to the limit of its Move inches for the turn.

If two minifigs cause a Collision by Charging directly at each other, they both inflict KnockBack on each other at the same time.

If a Knocked Back minifig is prevented from flying the full distance by slamming into a larger obstacle, he receives one point of **Smash** damage for every inch of KnockBack prevented, cumulative with any other Damage received from the Charge.

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CHAPTER SIX

Minifig Heroes

Special Forces



Heroes are BrikWars' first example of a Specialist minifig. A fully developed minifig military can have a large number of Specialists for a variety of tasks. A broad assortment is offered in [Chapter S: Minifig Specialists](#).



Looking fancy outweighs all other considerations, even if it means wearing your slain enemies as a hat.

From "Path to the Grail"
Elements shown: LEGO, BrickWarriors



The Immortal War, culminating in Warhead's Zombie (Zulu) Dawn, was the first truly epic BrikWars Forum campaign, and its Heroes became the standards against which all subsequent Heroes were judged.

Manly Santa, Lord Warhead, and the forces of Zombie Abraham Lincoln battled all comers in a space-age zombie apocalypse guest starring the Almighty Benny, a meddling janitor, and BrikThulhu himself. They all went on to take cameos and starring roles in the battles of Human players around the world for years to follow.

Characters by Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"

Some minifigs are simply better than others. Sharp-eyed Humans recognize them as soon as they open the box. Their innate superiority has nothing to do with talent, training, or genetics; the defining feature that separates the **Hero** from lesser minifigs is the cool outfit. With the blingiest armor and flamboyantest drapery, looking cool makes the Hero fight harder, live longer, and succeed where others fail.

6.1 The Hero

The Hero



Action: d10 **Move:** 7" **Armor:** 2d6

Specialties:

- Heroic Ego**
- Dueling**

The Hero

Action: d10 **Move:** 7" **Armor:** 2d6

A Hero is a minifig whose ego has grown to the point that he not only considers himself above the law, but the law believes him. Rules of logik, physiks, and mortality are swept aside by the Hero's expert knowledge in action movies, comic books, and Saturday morning cartoons.

Heroic Ego
Words like "impossible" and "inadvisable" and "counterproductive" mean nothing to the Hero. His poor language skills allow him to take one **Heroic Feat** per turn according to his **Cliché**.

A Hero becomes **Cranky** if forced to share the spotlight. In the Core Rules, a player can only field one Hero in a battle.

When taking Damage from any external source, a Hero can roll his Action die and inspire one friendly unit within that many inches to **RedShirt**, leaping in to take the Damage on the Hero's behalf.

Dueling
Heroes are prima donnas in all aspects, and Close Combat is no exception. In Close Combat, a **Dueling** Hero doesn't limit himself to a single type of maneuver per turn. He can use any object to Parry Close Combat Attacks and Thrown Weapons, and he can Counter every maneuver with a Counterattack.

(Download the Hero card)



*Six-sided dice may be good enough for regular minifigs, but Heroes demand a higher standard.
Preferably forged from solid gold.*

Element shown: d10

A Hero's standard attributes are significantly higher than those of a regular minifig. Heroes Move seven inches per turn and have an Armor rating of 2_{d6}. Most importantly, Heroes have an Action Die of d10, letting them go Over The Top on half of all Action Rolls and dramatically increasing their damage output in Close Combat.

Armor Dice



*Unlike regular minifigs, a Hero's Armor rating is described in dice rather than as a static number. A unit with Armor dice rolls them each time it takes damage. Comparing the amount of damage to this **Armor Roll** determines whether the unit survives unharmed, is killed, or has Something Bad happen.*

6.2 The Ego

Specialties

*A Hero is defined by his **Heroic Ego**, which is an example of a **Specialty**. Specialties are special features or abilities that change the rules for a particular minifig or other unit.*

In most cases, Specialties grant abilities not available to minifigs under the regular rules, but they can also be used to add handicaps or simple stat tweaks. The effects and rules for any Specialty are listed on the back of a unit's Stat Card for easy reference.

Players are encouraged to invent their own Specialties for house rules. As a good rule of thumb, if the effects of a new Specialty don't fit on the back of a stat card then the Specialty is too complicated and will probably bog down your game.

The difference between a warrior who's merely phenomenally skilled and a true Hero is a matter of **ego**.

No matter how high a regular minifig's attribute numbers may be, he recognizes that some rules can't be broken, and that one day he'll eventually die. In contrast, a Hero recognizes no such things. Heroes are above the concerns of lesser minifigs. Mortality, logic, and the laws of physics are beneath them.

Crankiness

Heroes are the rock stars and prima donnas of the battlefield, and each one insists on being more important than any other unit.

In the Core Rules, players can only field one Hero in a battle. A Hero asked to share the stage with other Heroes becomes **cranky** and refuses to come out of his dressing room.

In the advanced Heroic Escapade rules, players can field more than one Hero, but the Heroes still aren't happy about it (S.6: Elite Units). Heroes forced to share the spotlight are much less effective than Heroes working alone.

RedShirts



Attacked by an evil clone at a publicity appearance, Blue Space Hero is saved by the intervention of a leaping red-shirted passerby. From photos taken at the scene, it's unclear whether the bystander's leap was intentional, or if the Hero picked him up and threw him in the way of the attack. Either way, the RedShirt instantly became the posthumous envy of Blue Space Hero fanboys across the galaxy.

Elements shown: LEGO, Mega Bloks

Because a Hero is more important than regular minifigs, it's only right that lesser troops sacrifice themselves to shield him from inconvenience. Whether out of love, duty, fear, or the Hero grabbing them by the head and using them as meat shields, a Hero can rely on nearby allies to leap into harm's way to protect him from incoming damage. These self-sacrificing troops are called **RedShirts** in remembrance of their propensity for turning themselves into red splatter decorations on a Hero's chest.

When a Hero is about to take damage, he has one chance to inspire a nearby RedShirt to take the fall instead. Before the damage is rolled, the Hero rolls his Action Die in a RedShirt Roll. If an eligible RedShirt is within this many inches of the Hero, the sacrificial unit leaps in and takes the damage intended for the Hero. If the roll is too low or is a Critical Failure, the Hero fails to inspire the unit to RedShirt, and he is forced to take the damage himself like a common peasant minifig.

RedShirts can only protect Heroes from external sources of damage. For internal damage, like poison, coronary disease, or the side effects of ingesting a live grenade, jumping in the way in the nick of time doesn't help.

RedShirts move unusually quickly and have no problem intercepting gunshots, explosions, laser blasts, or lightning bolts. No matter how fast the incoming damage might be, RedShirts always have time to yell "Nooooo!" mid-leap. They're unconcerned with whatever damage this might do to the laws of physics or to the Humans' suspension of disbelief.

If incoming damage is too great to be blocked by a single RedShirt, the Hero is knocked away the minimum distance required to avoid being hit (even if the distance required is truly ridiculous, like getting RedShirted out of a nuclear explosion or a supernova). This results in the Hero being Disrupted wherever he lands, unless he uses an Over the Top Benny from the RedShirt Roll or a Heroic Feat to stick an Ossum landing.

Inspiring a RedShirt doesn't cost the Hero's Action. While a Hero can only inspire one RedShirt for each incoming source of damage, there's no limit to the total number of RedShirts he can burn through over the course of a turn.

Inspired units must be on the Hero's team, they must not be Disrupted or otherwise incapacitated, and they must be capable of leaping (minifigs, robots, or animals rather than tanks, jet fighters, or walls). RedShirts don't need to have an unspent Action to leap to the rescue. If they survive the damage, they're Disrupted for the turn. RedShirts moving at Half Speed can only leap half as far as the Hero's RedShirt roll would indicate.

6.3 Heroic Feats



Major Natalya launches herself over the chaos of the battlefield, guns blazing

*Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO*

A Hero's amazing abilities stem from a mixture of stunning bravado and pig-headed obliviousness, and his greatest powers are drawn from a tradition handed down through generations of action movie reruns.

The Action-Hero Cliché

To realize their full potential, all Heroes must take an **Action-Hero Cliché**, drawn from movies, video games, comic books, or Saturday morning cartoons.

If you're too young to remember Saturday morning cartoons, ask your parents. They won't be able to explain them either, but you can enjoy watching the looks on their faces as they feel another part of their childhoods die.

It is mandatory that Heroes develop an exaggerated accent in support of their role. In a pinch, an Austrian accent almost always works. If a role hasn't been played by Arnold Schwarzenegger, it probably doesn't count as a real Action Cliché.



Which action personality best fits this hard-hitting space maroon Hero? Characters from *Futurama* are proposed, and a nomination for a pre-"*Forever*" Duke Nukem is met with popular acclaim.

But love for Samuel L. Jackson wins out in the end, with the suggestion of "Mace Windu, as played by Jules Winnfield." Attitude firmly in place, Commander "Bad" Moe Faux is born.

Elements shown: LEGO, Mega Bloks, Little Armory

Example Action-Hero Clichés		
Action-Hero Cliché	Action-Hero Accent	Example Action-Heroic Feats
Super Soldier	Austrian / Stallonian	Dual-wielding heavy machine guns Performing surgery on self Punching through walls
Barbarian	Austrian / Swedish	Dual-wielding heavy axes Lifting massive objects Communing with animals
Secret Agent	Austrian / British	Dual-wielding heavy innuendo Hacking security Seducing women/ men/ horses Escaping death traps
Kung-Fu Master	Austrian / Chinese	Dodging bullets Running up walls Balancing teacups Chi energy wave attacks
Pulp Archaeologist	Austrian / All-American	Outsmarting booby traps Fistfighting Nazis Dual-wielding bullwhips
Gunslinger	Austrian / Texan	Trick shooting Trick horsemanship Trick gambling Trick dueling
Warrior Princess	Austrian / New Zealander	Chakram tricks Impossible acrobatics Nerve pinches Lesbian subtexts

For Heroes based on specific characters, picking the Action-Hero Cliché is easiest of all: a Robin Hood Hero performs Robin Hood Feats; a Hercules Hero has Herculean Feats, and a Davy Crockett Hero has King of the Wild Frontier Feats.

Action-Hero Feats



All Heroes are Action Heroes except the servants of Pacifass. Pacifass's blasphemous Inaction Heroes rely on de-escalation, delay, and powerful naps in their quest to prevent all forms of violence.

*Photo: Kommander Ken
From "All Hallow's War"
Elements shown: LEGO, modified*

For an action-movie hero in the thick of battle, accomplishing the impossible isn't an everyday event - it's an every-couple-of-seconds event. Any such stupendous or wildly improbable act, pushing fictional license to its limits for the sake of spectacle, is a **Heroic Feat**.

Heroes are limited to the Feats appropriate to their Action-Hero Cliché. A ProWrestler Hero can't modulate phasers to bypass energy-shield frequencies off the top of his head the way a ScienceOfficer Hero might, but he can try picking up a motorcycle and swinging it like a baseball bat through a group of opponents.

To attempt a Heroic Feat, the player describes the Feat their Hero is about to attempt, and rolls a **d6**. If one of his or her opponents would like the Feat to fail (and they probably will), they also roll a **d6**. (If more than one opponent would like to oppose the roll, the players choose the one most negatively affected by the Feat.) If the Hero's roll ties or exceeds the opponent's roll, the Feat succeeds; otherwise his effort ends in failure.

If both players roll a one in the Heroic Feat Roll, it's a special case - the Hero has failed to accomplish his Feat, but the opponent has simultaneously failed to oppose him. Rather than try to unravel this Heroic Paradox, the Heroic Feat is cancelled. The Hero suffers a moment of uncharacteristic sanity and realizes that whatever he was about to attempt could never work. The Heroic Feat is spent for the turn, but play continues as if the Hero had never attempted it in the first place.

If multiple Heroes are combining their powers to attempt a Feat together, their players roll a separate **d6** for each of them and keep the highest roll. The opposing player still rolls one **d6** to oppose the Feat.

Regardless of how many Heroic Feats a player has available, they can only attempt one Feat per turn. Like a regular minifig's Action, if a player doesn't use their Feat during their own turn, it can be used as a response during another player's turn at no penalty.

Feats can't be "saved up" between turns - at the beginning of the player's next turn, they will once again have a maximum of one Feat to spend.

The Consequences of Failure

The range of possible Feats for each type of Action-Hero Cliché is wide, and it's up to the players to agree on whether any specific Feat is appropriate to its Cliché, and what the effects of success and the consequences of failure would be.

The consequences of a failed Feat will depend on the seriousness of the battle and the attitudes of the players. As a rule of thumb, the more stupendous the Feat attempted, the more dire the effects should be if it fails. A Hero failing an attempt to eat a dozen doughnuts in a single bite might suffer an upset stomach. Choking to death might be a more realistic result, but would seem severe compared to the uninspiring Feat. A Hero failing to lift an automobile over his head, on the other hand, would be subject to much stronger consequences on failure: he might get it into the air but then drop it on himself, or he might strain so hard to lift it that he rips his own arms off.

If all else fails, imagine what would happen to Homer Simpson, Wile E. Coyote, or the Three Stooges if they were to make similar attempts.

Inaction Heroes

Action-Hero Clichés are for Action Heroes, not Word Heroes. Heroic Feats must be deeds rather than words. If a Hero wants to inspire his allies, he does it by leading an assault, not by delivering pretty soliloquies while sipping tea in the safety of the rear guard.

Heroes don't use their Feats to give other soldiers dull +1s and +2s or call in yawnfest reinforcements. (Those are jobs for Leaders and Commanders, respectively - see S.7: Command Units.) Heroes don't use Feats to do anything boring at all. Heroic Feats are about action-packed showboating and hogging the spotlight.

In addition to not being Word Heroes, Action Heroes are also not Inaction Heroes. They especially don't use Feats to inspire others to negotiate more diplomatically, surrender more smoothly, or resolve disagreements like rational adults. Their powers exist solely to increase action, never to de-escalate it.

6.4 Heroic Duels



Commander Horowitz parries the Assyrian Captain's attack with the blade of the powerful Nova Sword.

Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO

An ordinary minifig treats Close Combat much the same as Ranged combat. Each turn, he has one active Close Combat maneuver, whether Striking or some other less cool maneuver that could have been Striking but wasn't. The minifig makes an Action Roll, he resolves the effects, his job is done.

For a Hero, **Dueling** is a fine art, falling somewhere between interpretive dance and industrial food processing. He's still limited to using each hand or held object once on each player's turn, but his options for employing them are much more cinematic.

Heroic Dueling Maneuvers			
Maneuver	Uses	Heroic Counters	Notes
Strike	any CC weapon	Parry with Shield Heroes Parry with any held object and/or Heroes Counterstrike with any CC weapon	minifigs making a Strike may make an additional Strike Heroes making a Strike, Grab, or Shove may make an additional Strike, Grab, or Shove minifigs may Parry a Counterstrike with a Shield
Grab	any empty hand	Parry with any held object or with two Bare Hands	
Shove	any held object or two Bare Hands	and/or Heroes Counterstrike with any CC weapon	Heroes may Parry a Counterstrike with any held object
Dis-engage	nothing	Counterstrike with any CC weapon	

A minifig or Hero doesn't need an unspent ☀ Action to Parry or Counterstrike, but his Action is considered spent afterward.

On his own turn, as the active combatant, the Hero can perform a different Close Combat maneuver with each hand or held object against a single target. He might Grab an opponent with one hand before Striking him with a sword in the other, or use a Shield to Shove a minifig to the ground before Striking him in half with an axe.

As a defender, the Hero can use any held object as if it were a Shield to Parry a Close Combat attack or Thrown Weapon, making an Action Roll against the Use rating of the object he's Parrying with. More importantly, he can Counterstrike after every Close Combat maneuver an opponent makes against him, as if he were responding to the opponent Disengaging (5.2: Close Combat).

6.5 Heroic Deaths



Emperor Piltogg preserves the bodies of defeated enemy Heroes for experimentation in the Akkadian Resurrection Chambers - but one has gone missing.

From "Path to the Grail"
Elements shown: LEGO, BrickForge

If a Hero dies in spite of the best efforts of his loyal RedShirts, then he's dead - at least for the rest of the battle. But thanks to Everyone's the Boss of Their Own Toys ([1.3: Proper Observance of Rules](#)), Heroes have a way of always popping back up, no matter how many times their enemies think they've killed them. By the time the next battle begins, the plot will have inevitably twisted in the Hero's favor. In place of death, he will have only been captured in preparation for a daring escape, or left for dead in anticipation of a daring recovery, or swapped out with a convincing android duplicate in a daring deception. No matter how gruesome the fatality, the Hero is somehow revived by magic, or science, or the will of the gods, or even as part of an enemy plot, and almost always with new improvements tacked on as a result.

If a Hero's death was so dramatically Heroic that it could never be taken back or plausibly denied, then the Hero may discover himself well and truly dead - and then proceed to slaughter his way out of Minifig Hades and back into the land of the living. His ego will allow nothing less.

There is no number of deaths or defeats that can prevent the best characters from finding a way to return. Unless they're boring, in which case no force can save them.

The Saga of Leonidus



Leonidus, commander and final survivor of the VOL detachment to Praetoria, falls to a withering series of combined attacks from the Blood Daemon horde.

*Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO*

A breakaway hero of the battle of Zombie "Zulu" Dawn, VOL Commander Leonidus drew the attention of the Blood Daemon horde onto himself when he wrested a critical computer core from them. It took the combined effects of hellish flame attacks, burning spears, diabolical blasts, and finally a strike from a giant Daemonik axe, but the Daemons were able to defeat him.

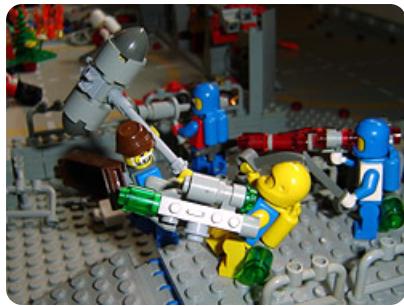
After a valiant death in battle, Leonidus Daemonsbane was ready to claim his rightful place in the feasting-halls of VOLhalla. He was denied at the gates. The Daemons in their malice had taken his corpse to Hel with them, erasing his name from the book of deeds.

Leonidus was cast into the burning hells, and by the strength of their oaths his men abandoned VOLhalla and went with him. Declining to submit to the tortures of cowards and oathbreakers, they instead decided to slay every last Daemon in Hel until they found Leonidus's stolen corpse.

The fallen VOL grew stronger with each victory, drinking the blood of the Daemons they slew and gaining a measure of their power. When Leonidus finally regained his body, he found it corrupt and desecrated beyond hope of reclaiming. Instead, by the power of the blood he'd consumed, he re-entered the mortal realm as LEGIONIDUS to earn his place in VOLhalla once again.

(BrikWiki entry: [The LEONIDUS Saga](#))

6.6 Heroic Artifacts



The appearance of the divine janitor Stubby, wielding the legendary Banhammer and the Broom of Doom, drastically changed the course of battle for these Proto-Spacemen.

*Photo: Jim "Warhead" Lang
From "Zombie (Zulu) Dawn"
Elements shown: LEGO*

Long after Heroes have decomposed into component plastic parts, their legendary accessories live on, inspiring new generations to homicide. Many such Artifakts are powerful enough to give a regular minifig Heroic abilities all by themselves. If a minifig isn't an elite unit already, a magical sword, enchanted armor, deific grail, zero-point blaster cannon, or unusually well-stocked gift bag can let him fake it.

Heroic weapons are the most common type of **Heroic Artifakt**, but legends are also told of Heroic Vehicles, Heroic armor, Heroic fortifications, and even Heroic furniture. These objects retain all the regular stats and uses of an object of their type, but also grant one Heroic Feat per turn to whomever possesses or operates them. Whoever takes possession of a Heroic Artifakt can use it in a Heroic Feat as part of any Action taken with the Artifakt, making it dangerous to leave Artifakts lying around unclaimed or in the hands of easily-defeated amateurs.

A Heroic Artifakt is limited to Feats that satisfy its Cliché, similar to that of a regular Hero, but Artifakt Clichés tend to be tautologies. Excalibur's Cliché, for example, is that it's Excalibur.

Heroic Artifakts suffer no penalties from crankiness themselves, since anyone can use them, but they may inspire jealousy in minifig Heroes. In the Core Rules, if a player has a living Hero, then only the Hero can use the Heroic Artifakt's Heroic Feat. No matter how many Heroic units and Artifakts a player controls, they can only attempt one Heroic Feat per turn.

The Orange Transparent Chainsaw



In the Iceworlders' darkest hours, the Iceworlder Warchief enters the Ice Caves of Creation, unlocks the OT Stasis Chamber, and brings forth the Original OTC, forged by the Gods themselves in ancient times to aid the Iceworlders in their desperate struggle against the Robotic Ice Demons.

*Photo: Jim "Warhead" Lang
From "KRYSTO ICEWORLD and IVHORSEMAN'S WARBAND"
Elements shown: LEGO*

Orange Transparent ABS is the most powerful substance known to minifigs. The only source of this material is the frigid planet of Iceworld, where ancient crusades against Robotic Ice Daemons dropped the temperatures to far below absolute zero.

Under these technikally impossible and supernaturally cold conditions, even laser beams froze, rendering all of the crusaders' weapons useless save one: the planet-destroying Orange Laser. Thanks to its massive scale, a central core of destructive energy was able to punch through the cold, even as the outer layers of the beam froze solid and peeled away.

Bazillions of years later, the frozen shards of petrified laser remain preserved under continents of shifting ice, retaining all of their ancient world-shattering power for anyone with the secret knowledge and will to forge them into weapons.

The anti-planet fleets are lost and long forgotten, but the crusaders' descendants remain on the Iceworld surface, locked in never-ending battles to prevent a Robotic Ice Demon resurgence and to protect the secrets of Orange Transparent ABS from falling into the wrong hands. In this quest, the Orange Transparent Chainsaw is their deadliest and most legendary weapon.

(BrickWiki entry: [Orange Transparent Chainsaw](#))

CONTENTS

Chapter H: The Horse

- H.1 Horse Abilities
- H.2 Riding a Horse
- H.3 Fighting From Horseback

CHAPTER H**The Horse****Advanced Horses**

In **Book Two: MOC Combat**, BrikWars allows players to field any creature or vehicle they can assemble out of bricks, no matter how ridiculous. But for much of history, Horses (or their tactical equivalents) were the only significant animals or vehicles on the field, allowing players to ignore these advanced rules entirely.

In the history of warfare there is no nobler creature than the Horse. Whether hauling chariots, powering a cavalry charge, carrying supplies over harsh terrain, or running in and out of danger in the service of mounted troops, a horse brings strength and mobility that no minifig can match. Without the spirited assistance of these magnificent animals, history's greatest wars would consist of little more than a bunch of guys wandering around listlessly and bleeding.



Every BrikVerse hosts a multitude of simultaneous apocalypses in various stages of progression, each with its own attendant Horsemen with their own attendant Horses. The Four Bikers of Ragnablok ride Rocket Hogs.

*Photo: Zahrul II
from "Doombikes"
Elements shown: LEGO*

In BrikWars, a **Horse** isn't any specific type of animal. Instead, it's a blanket category for any single-passenger steed or vehicle that's roughly horse-sized. A horse is a Horse, of course, perforce; but so is a gryphon, a motorcycle, a magic carpet, or a small-sized dragon.

For players engaging in Horse trading, A Horse is equal in value to one minifig. The Horse's superior physical attributes are offset by its limited intelligence and its vulnerability to enemy hijacking.

H.1 Horse Abilities

The Horse



Action: d6

Move: 10"

Armor: 4

Specialties: Half Mind (Submissive)

The Horse

Action: d6 **Move:** 10" **Armor:** 4

Much like a three-year-old can call any animal "Kitty," for minifigs the word "Horse" applies to all kinds of single-passenger steeds or vehicles.

Half-Mind (Submissive):
Any minifig can take control of an unattended Horse. If a living Horse is unattended at the end of its turn, its current player passes control of the Horse to an enemy player of their choice.

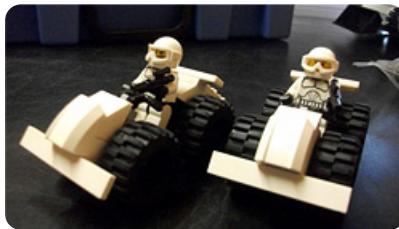
Horses with natural weapons like hooves or teeth can make one **Unarmed Attack** per turn. The Unarmed Attack is a Close Combat weapon with Use:2 and one Action die of Damage. If appropriate, the Unarmed Attack can automatically Grab a target in addition to or instead of doing Damage.

(Download the Horse card)



The Horse category is broad and inclusive. This CHKN Walker artillery support mech is a perfectly acceptable Horse.

*Photo: Nitewatchman
from "CHKN Walker artillery support mech"
Elements shown: LEGO*



When the Praetorians raised themselves back up to stellar empire status, they needed standardized Horse-equivalent vehicles for quick mobility. The Cougar quad-bikes did the job.

*Photo: Dilanski
From "Praetorian Vehicles"
Elements shown: LEGO*

A unit in the Horse category has roughly the same abilities that a Human would expect from real-world horse, and its Action, Move, and Armor attributes operate the same way as a minifig's. Common sense will dictate whether a given type of Horse can perform acts like swimming, Sprinting, climbing ladders, or hauling chariots. In the rare case where common sense is insufficient, a What I Say Goes Roll will clear up any confusion.

Action: **d6**

see 4.2: Action

A Horse uses its **Action** for the same kinds of tasks a minifig would, as far as it's able.

Submission

The difference between a Horse's Action and a minifig's is that a Horse is a **Submissive** creature and can only perform useful tasks while under a minifig's direction. When a minifig directs his Horse to take any Action requiring an Action Roll, the player rolls either the Horse's Action Die or the minifig's, whichever is lower. This spends the Action of both the Horse and the minifig. (In the rare case in which a Horse takes an Action of its own accord, only its own Action Die is used.)

While being ridden or led, a Horse is completely obedient to its current minifig. If its minifig is killed, wanders off, or is otherwise absent, a living Horse remains under its current player's control until the end of that turn. If none of the player's other minifigs have managed to take control of the Horse by then, then the player must hand control of the Horse over to an enemy player of their choice.

On the enemy player's turn, the enemy can direct the Horse to take either its movement or its Action - not both. If none of the enemy's minifigs have taken control of the Horse by the end of their own turn, the enemy must select one of their own enemies to take control of the Horse. The Horse continues passing from enemy to enemy each turn until some minifig manages to take the reins or the Horse is killed or otherwise removed from battle.

Horse Attacks

Minifig weapons can be mounted on a Horse for their minifig riders to operate and fire. A one-minifig Tiny Tank, for instance, is a steel Horse with a Long-Ranged Weapon attached.

Horses are not intelligent enough to use equipment items or operate machinery on their own. Instead, Horses rely on their ability

to make unarmed **Horse Attacks**.

Horse Attacks			
Weapon	Use	Range	Damage
Horse Attack	2	CC	1d6 Action Die

A Horse with hooves, teeth, claws, poison tentacles, or other weaponized anatomy is able to make one **Horse Attack** per turn. Where a standard horse-type Horse can deliver kicks or bites, more exotic Horses might employ tail stings, razor talons, or digestive pseudopods. The Horse Attack is roughly equivalent to a minifig's Hand Weapon, doing the Horse's Action Die as damage in Close Combat with a Use rating of 2.

The Horse Attack is a simplified version of the Natural Attacks described in 10.3: Dangerous Beasts. Depending on a creature's anatomy, a Natural Attack can have a number of secondary effects in addition to (or instead of) doing regular damage, from Grabs and Shoves to Poison and Charging Weapon effects.

Grabs and Shoves



Forced into a show trial for a murder he didn't commit, Trotsky the Horse sees his chance to Shove off his captors and escape.

From "Rainbow War II: Jellybean Apocalypse"
Elements shown: LEGO, Mega Bloks

Horses are bigger than minifigs, so they have the advantage in Grabs and Shoves.

When a Horse Grabs another Horse, it works the same way as between minifigs: the Horses can no longer move or take Angry Inches, and Close Combat attacks on either of them are Automatic Hits.

If a Horse Grabs or is Grabbed by a minifig, it's a different story. The Grab keeps the minifig from moving, but it doesn't slow down the Horse. A Horse can be reduced to Half Speed if it's in a Grab with two or more minifigs at the same time, but no amount of minifig Grabs can stop a Horse completely.

A single minifig isn't large enough to Shove a Horse by himself. It takes two minifigs Shoving together to Shove a Horse. Horses Shove other Horses as normal. When a Horse Shoves a minifig, the minifig has a -2 Action penalty to his Parry roll.

Horse Shoving Example: Cow Tipping

Example: Cattle mutilations work best on cows that are pre-tipped, so two alien minifig Grays have been sent on a night mission to prepare the livestock for abduction. They locate a likely cow standing in the pasture and approach it cautiously.

Grays' Turn One:

The Grays approach the first cow from the side. (Shoving a cow from the front or rear is less likely to result in a successful tipping.) This cow is asleep and doesn't attempt to Parry. The Shove is an Automatic Hit, and the cow is tilted two inches. This is enough to topple it over.

Grays' Turn Two:

Emboldened by their success, the Grays approach a second cow. This time, their unfamiliarity with Earth herbivores betrays them: this cow is a bull, and it's wide awake. The bull declares its intention to Parry their Shove with a thunderous moo.



The bull is Outnumbered two to one, so he has a -1 Action Penalty, but Parrying a Shove bare-hooved is easy at Use: 0. His Action Roll of 3 is enough to succeed. The bull stands his ground, and the Grays and the bull are now in Close Combat.

Bull's Turn:

On his own turn, the bull makes a Horse Attack with his horns, brutally goring the second Gray into more of a Gray But Mostly Red. This puts an end to the surviving Gray's cow-tipping adventures, since a single minifig can't Shove cows by himself.

Move:  10"

see 4.1: Movement



The illustrious Dragon Guard rides Heavily-Armored Horses in service to the Paladin Lucien Sylvanus, former apprentice to Majistik #5, Slayer of Dragons.

*Photo: Rev. Sylvanus
From "Dragon Guard Additions"
Elements shown: LEGO*



Sir Ivascus the Monkey has invested in all the finest Horse equipment. During the events of Rainbow War II: Jellybean Apocalypse Gaiden, the horse was revealed to be Sir Stalin's horse Trotsky in disguise.

Elements shown: LEGO, custom graphics

For minifigs, Horses, and other animals, movement is an unrestricted affair. They can spend their Move inches however they like, running and jumping back and forth along any arbitrarily complex zigzag.

Players may decide that a particular Horse may not be able to hop around as freely. It may be hauling a load, for instance, or wearing roller skates. These situations are left for the players to handle as they see fit.

Like minifigs, a Horse running in a straight line can **Sprint**, spending its Action to add an Action Roll to its inches of straight-line movement.

Armor:  4

see Chapter Three: Minifig Weapons

A Horse's Armor works in similar fashion to a minifig's: an attacker must do enough damage to exceed the Horse's Armor in order to have any effect. The difference is that a Horse takes two hits to kill rather than one.

The first time that damage exceeds a Horse's Armor, attach a **damage pip** (usually a red 1x1 brick) to the Horse somewhere prominently visible to indicate that the Horse has been **Wounded**. When a Horse is Wounded, it's reduced to Half Speed, its maximum Momentum and Physical Opposition are limited to 1 **MOM** and **POP**, and its ability to Shove and Grab and to resist Shoves and Grabs are reduced to that of a regular minifig.

Players who are familiar with the MOC Combat rules will recognize these as the effects of reducing a Size 2" Creature to an Effective Size of 1" (7.2: Taking Damage).

If further damage exceeds the Armor of a Horse that's already been Wounded, or if an un-Wounded Horse takes enough damage to exceed its Armor twice over (effectively taking two hits in a single attack), then the Horse is killed in whatever grisly fashion seems appropriate.

Horse Body Armor		
Equipment	Effect	Notes

Horse Light Armor	Armor 1 <small>d10</small>	can't swim
Horse Heavy Armor	Deflection	Half Speed; can't swim

Like a minifig, a Horse may be equipped with Body Armor or Heavy Armor to boost its defenses. Regular **Horse Light Armor** covers the Horse's body but not the head, raising the Horse's Armor rating to 1 d10. **Horse Heavy Armor** covers both the body and head and gives the Horse Deflection ([3.3: Bodily Protection](#)), at the cost of reducing the Horse's Movement to Half Speed. With either Horse Light Armor or Horse Heavy Armor, a Horse loses the ability to swim ([4.1: Movement](#)).

H.2 Riding a Horse



The Raptor Riders are the most intimidating units in the Army of JAM.

Photo: Bluefog
From "The Army of JAM"
Elements shown: LEGO, BrickWarriors

Measuring By Hands

Horses and minifig-controlled vehicles are more like very large equipment items than independent units. Controlling a Horse costs a minifig's Action, but depending on how many hands he's using to control the Horse, he can sometimes use other items already in hand at the same time.

If a minifig elects not to use his Action for steering, or if the control systems are disabled or inaccessible, the default movement

for an undirected Horse is to continue doing whatever it was already doing. The Horse moves in whatever direction it's facing at the same speed it was traveling on its previous turn. If the undirected Horse runs into an obstacle, it will leap or climb over it if possible (to a maximum height equal to the Horse's legs or wheels); otherwise it will be stopped and possibly cause a Collision (*H.3: Fighting From Horseback*).

• **Both Hands: Full Control** 🤚

A minifig steering with both hands has full control of his Horse. He can direct it to take whatever type of movement and Action it's capable of, including using Angry Inches and attacking with its own weapons and devices.

• **One Hand: Steering** 🤚

A minifig steering with one hand has full control of his Horse's movement, but not its Action. He can use his other hand to use a weapon or object already in hand, and can direct the Horse to take Angry Inches in support of his Action.

• **No Hands: Charging**

A minifig steering with his knees has very limited control, not least because minifigs don't have knees. Steering with no hands, a minifig can set the Horse's direction at the beginning of the turn, but all of the Horse's movement must be in a straight line afterwards.

With both hands free, the minifig is able to make whatever attacks from Horseback he wishes, including spurring the Horse into a Sprint in support of a Charge attack.

The Rider



(Download the Rider card)

While every minifig has the basic level of skill required to operate a Horse, few have the training and experience to excel at it. The **Rider** is an experienced horseman who moves as naturally on horseback as on his own two feet - and in some cases, even more so.

Horsemanship

Horsemanship Specialty: no-Hands riding



Frostborne's heavy cavalry mounts the great dire wolves that were once feared and hunted by Frostbornians.

Photo: Kenny "Kommander Ken" Bush
From "The Frostborne Tribe"
Elements shown: LEGO

The Rider's advantage is simple. Where lesser minifigs must use their Hands to steer, a Horseman's natural link with his steed gives him full control regardless of carried items or distractions. A true Horseman can operate a Horse blindfolded, standing on his head, and juggling chainsaws, whether it's him or the Horse doing the blindfolded juggling, or both.

A Rider and Horse are treated as a single creature with all of the Rider and Horse's weapons. They can use any combination of their weapons to make a Ranged, Close Combat, or Charge attack on a single target. In Close Combat, a skilled Rider and Horse are so closely bonded that each can Parry and Counterstrike for the other.

If a Rider on a Horse is targeted with a Grab, Shove, or KnockBack, he resists with the full strength of the Horse. A hit with a Heavy or Two-Handed Weapon doesn't Knock him Back or Disrupt him, and he resists Collisions with two dice of Physical Opposition. If an attack or maneuver is successful in Knocking him Back, it Knocks Back the Rider and Horse together as a single unit rather than unseating the Rider.

When a Horse is acting under the direction of a Rider, it always uses the Rider's Action Die, regardless of whose is smaller.

H.3 Fighting From Horseback



For most types of combat, making attacks from atop a Horse is the same as making attacks on foot. Minifigs on horseback check their weapon reach or range and make their Action and Damage Rolls exactly as usual.

The two areas in which a Horse's increased size can make a difference are when it's the target of an Attack and when it's making a Charge.

Horse Combat

While a Horse and its minifig are often treated as a single unit, they're separate targets that can be attacked together or individually. If attacked together, the defending player gets to decide which of them takes the damage from any successful hits.

A typical Horse is large enough to grant attacks a +1 Action Bonus for target size, whether the attacker is targeting the Horse and minifig together or targeting the Horse alone. Targeting the minifig specifically confers no Action Bonus, and might even suffer an Action Penalty if enough of the minifig is hidden behind the Horse to count as effective cover.

Collisions and Trampling

Like a minifig, a Horse that **Charges** in a straight line for four inches builds up one **MOM** worth of **Momentum** ([5.4: Charge!](#)). However, because the Horse is twice as large, it can build up twice as much inertia. If a healthy Horse extends its Charge an additional four inches after that, it can build up a second **MOM**. (A Wounded Horse is limited to one **MOM** no matter how far it Charges.)

A Horse's **MOM**s can be spent in the same ways as a minifig's **MOM**: adding +1 **d6** to any roll or stat that would logically benefit from Momentum, or +1 **d6** to the damage of a successful attack with a Charging Weapon. The extra damage dice can be added to a Charging Weapon carried by the minifig or mounted on the Horse itself, up to +1 **d6** for a Heavy Weapon or +2 **d6** for a Two-Handed Weapon ([3.1: Close Combat Weapons](#)).

KnockBack

A Horse's higher potential Momentum increases its ability to send opponents flying. A Horse that successfully KnockBacks a target with one **POP** only loses one of its **MOMs** as a result, even if it delivered two **MOMs**' worth of KnockBack. It can keep its second **MOM** and continue Charging into more foes.

A Horse's extra stability also makes them more resistant to getting Knocked Back themselves. A Horse resists KnockBack inches with two **POP** **d6**es instead of one (reduced to the single **POP** if it's Wounded).

A Horse who's Knocked Back can be Disrupted if the KnockBack distance is greater than the width or length of the Horse from that direction. Because most Horses are longer than they are wide, it's easier to knock them over from the side (where they may be less than an inch wide) than from the front or the rear (where they're likely to be two inches in length or more). A Horse that's Knocked Back this distance or less simply lands on its feet and is ready to keep fighting as usual. A Horse that's Knocked Back further than its length lands on its side and is Disrupted. A Horse Knocked Back twice its length lands upside-down and Disrupted, possibly delivering upside-down Trample damage to its own passengers.

If a Horse and a target are Charging each other at the same time, each makes its KnockBack roll by rolling its **MOMs** against its opponent's **POPs** as usual. This may result in one, both, or neither combatants getting Knocked Back, depending on the results of the rolls.

Like minifigs, a Knocked Back Horse takes one point of **Smash** damage for each inch of KnockBack prevented by obstacles

larger than itself. (Smaller objects simply get Knocked Back along with the Horse.)

Trampling

Minifigs are smaller than Horses, and therefore it's natural for Horses to want to stomp on them. **Trampling** is a means for a Horse to add insult to injury. If a minifig is lying on the ground Disrupted, possibly as a result of being Knocked Back by a Charging Horse, then the Horse can run over the prone minifig for one additional point of Trample damage. (A single point of damage isn't enough to kill any regular minifig, but, cumulative with other injuries the minifig may have sustained during the Charge, the final additional point can sometimes make the needed difference.)

Any number of Horses can Trample a Disrupted minifig in a single turn, but each does its point of Trample damage only once. Running the same Horse back and forth over a minifig a dozen times is funny but has no extra effect.

Horses do no damage to other Horses with Trampling, because they're the same size. Again, it's still funny to watch them run over each other regardless.

Unseating Passengers



Only the most villainous of jousters aims to lance his opponent's horse instead of the rider.

Elements shown: LEGO, Little Armory

Minifigs don't wear seat belts. A minifig can lose his seating and fall off his Horse if he's Knocked Back, as a result of Something Bad happening when he or his Horse takes damage, or because of his own Critical Failure if the players decide it's an appropriate or funny consequence to inflict on him.

Unless he has the Rider's Horsemanship Specialty, a single inch of KnockBack is enough to separate a minifig from his Horse and Disrupt him. Unless the KnockBack places him on some other part of the Horse, he falls off, and may suffer a Collision with the ground. If the Horse is moving fast enough to have Momentum, or if the distance of the minifig's KnockBack and fall is at least four inches, then he's treated as having one **MOM** and takes **1d6** Collision Damage on impact with the ground.

If an unseated minifig is restrained in some kind of cockpit or crash cage, it can prevent him from falling off the Horse, but he takes a point of Smash damage for every inch of KnockBack prevented.

If a Horse is Knocked Back, Disrupted, or killed, or if a minifig and Horse are Knocked Back together, the minifig can choose to either stay with the Horse or attempt to Bail. In either case, he's Disrupted afterward, and if the Horse lands on top of him he takes one point of Trample Damage. If the minifig rolls a Critical Failure on his attempt to Bail, he falls off the Horse.

Jousting



A Jousting unit with a smaller lance may feel the need to compensate with a more impressive ride.

Elements shown: Mega Bloks, LEGO, Little Armory

Jousting is the characteristic attack of the mounted horseman, and it combines the fun of a mounted Close Combat attack with the calamity of a Collision. In a **Jousting** attack, a minifig with a Charging weapon (normally a spear or lance, although any Charging weapon will do ([5.4: Charge!](#))) uses the power of his Horse's Charge to do heavy damage to a target - frequently another minifig on Horseback, and often one who's Jousting right back at him.

Lances

While any Charging Weapon can be used for Jousting, a long lance is the preferred tool, because lining up a Joust attack can be tricky if the point of the weapon doesn't extend past the nose of the Horse. For a minifig on foot, a Two-Handed polearm like a lance normally requires two hands, but the power of a Charging Horse allows a Jousting minifig to wield a lance or other similar

Two-Handed Charging weapon with one hand at no penalty. A Jouusting minifig can use his off hand to hold a Shield, which will come in handy if he's getting Jousted in return.

A mounted minifig holding a Two-Handed Weapon one-handed can only use it for Jouusting. He still needs both hands to use it in regular Close Combat.

Jouusting Weapons			
Charging Weapon	Weapon Damage	Bonus MOM Damage	Max Total Damage
Heavy Charging Weapon (on foot or on Horseback)	$\text{d}x+2$	up to 1 MOM (weapon max)	$2\text{d}x+2$
Two-Handed Charging Weapon (on foot)	$2\text{d}x$	up to 1 MOM (minifig max)	$3\text{d}x$
Two-Handed Charging Weapon (on Horseback)	$2\text{d}x$	up to 2 MOMs (Horse and weapon max)	$4\text{d}x$

As with foot-based Charge attacks, the length of two Jouusting minifigs' weapons can determine which side strikes first or if both attacks strike simultaneously. If the minifig on either side has a weapon long enough to deliver an Attack at least one inch before his opponent is able to deliver a return blow, then he strikes first, regardless of whose turn it is or who initiated the Joust.

The Joust Attack

Making a Joust attack is the same as attacking with a Charging Weapon on foot ([5.4: Charge!](#)). The Jouusting minifig and his target have the same options and make the same rolls. Like a minifig, the Jouusting attacker must continue running in a straight line to the limit of his Move inches, even if this results in a Collision with the target or other obstacles.

Joust Example: Solo Jones vs. the Black Rider

Example: Thanks to a series of convenient plot twists, post-apocalyptic archaeology smuggler Solo Jones has managed to abscond with a Jaw-Jaw coven's sacred Poo On A Stick. As he makes his escape on an obligatory post-apocalyptic motorcycle, he finds himself confronted by the Black Rider, a mysterious highway Jouster who kills for pleasure.

The Black Rider is a well armed and armored rider, with a Light Shield, Heavy Armor, and Two-Handed Lance in addition to his motorcycle Horse.

Solo Jones is an Adventurer Hero, with only his motorcycle Horse, his hat, and the deadly Poo On A Stick (a Two-Handed Weapon).

Jones' Turn:



Solo Jones guns the engine, Sprinting the motorcycle and making a Charge Attack with the Poo on a Stick.

2
Sprint
(Jones)

Sadly, he only rolls a 2 on his Sprint roll. He moves forward eleven inches, enough to earn two MOMs but falling short on his Joust attack by a full four inches. The Black Rider laughs.

Black Rider's Turn:



The Black Rider lowers his lance to meet Jones' Charge, peeling out for 4" to build up one MOM worth of Momentum.

3

Action
(Rider)

His lance has an extra inch of reach over the Poo On A Stick, so the Black Rider strikes first in the Joust rather than both sides striking simultaneously. The Black Rider rolls an Action Roll of 3 against his lance's Use of 4, barely missing Jones. The Black Rider keeps his MOM.



Feeling lucky to have survived, Jones may now make his own Joust attack with his shorter weapon. Jones makes an Action Roll of 5 against the Stick's Use rating of 4: success!

While a normal minifig would be Knocked Back and unseated by a hit from a Two-Handed Weapon, the Black Rider is treated as one with his motorcycle. He suffers no KnockBack effect, thanks to his Horsemanship Specialty.

The strike does the Stick's Damage Rating of 2 – in Solo Jones' case, 2 . Jones spends his two MOMs to add an additional two dice, for a whopping 4 damage. Before he makes the Damage Roll, however, he has to wait to see whether the Black Rider is able to Parry.



The Black Rider rolls a 5 against his Shield's Use:2, successfully Parrying the blow, but becoming splattered with Poo in the process.



The Black Rider has Deflection thanks to his Parry, and a second level of Deflection because of his Heavy Armor, reducing the Damage by two dice to 2 . Jones rolls a one and a three for a total of 4 damage.



The Black Rider has 4 Armor, exactly the same as the damage, so Something Bad happens to him. His player decides that the Black Rider is unseated from his motorcycle. He hits the ground hard, but his Heavy Armor protects him from the Collision damage. The now Brown-Spattered Rider lives to laugh again!

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BOOK TWO

MOC COMBAT

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CHAPTER ☠

The Spirits of the Game



In the all-versus-all Konvergence battle to break the stranglehold of Kontinuity on the Nehellenium Kanon, a Space Navy pilot overcomes the Pumpking's spookening to launch a suicide assault against the skeleton to end all skeletons.

"I didn't come here to be spooked. I came here to kill gods."

Models: Aoffan23, Kenny "Kommander Ken" Bush, Ninja_bait, Bookwurm from "BATTLE OF THE KONVERGENCE"
Elements shown: LEGO, ribbon

The MultiPantheon



Minifigs hold faith in any number of greater and lesser powers that inspire their fear, worship, and adulation.

Some abandon rationality in sacrifice to BrikThulhu, the nine-tentacled Ragnoroktopus of Chaos. Others are seduced by the corruption of the Nega-BlokTrix and her promises of cheap KLoan-brik abundance. These blasphemers are opposed by purist orders of Legit-Eye Knights and fraternal legions of BrikMasons who devote themselves to acts of self-righteous oppression and pompous brutality in the name of an unseen Great Builder.

On the fringes of civilization, Rainbowist kults pursue the ecstatic anti-sentience of the baseball-capped Dimmy fratswarms, while ecstatic ascetics abandon all hygiene in a quest to harness the forces of deconstruction and rebirth that sustain the poop-worshipping Dungans.

Contemplative minifigs put their faith in the impossible figure of the Dodekube, ascribing all events to inescapable math homework and the dice rolls of disinterested Human gods. There are even isolated hermits who hold a laughable belief in an omnipotent personal Player who oversees their every move.

No matter how ridiculous, all minifig belief systems are true. The Farce ensures that no faith goes unrewarded.



(BrikWiki entry: Theology and Philosophy)

In BrikWars' Core Rules, players learn the dry mechanics of maneuvering minifigs around the tabletops to grisly deaths, without any attention given to why they should do so. It's easy for beginners to imagine that the point of wargaming is to secure objectives and win victories. Gamers with a little more experience know that winning and losing are just tools in a larger project to create fun – for themselves, and, depending on their personal benevolence, their friends as well.

The most enlightened Humans of all serve an even higher cause. Winning, losing, and having fun all have their place, but what matters is killing minifigs. Lots and lots of them.

In MOC Combat, players are not only given the freedom to build and smash whatever new creations their febrile imaginations churn out, but are invited to consider the deeper issues of brick-based eschatology and Human enjoyment and to plot their shared experience accordingly.

•.1 The Kanon

Humanity



Minifig Cleriks teach that a Human is a kind of sentient beer can that grows cheez-powdered meat fingers and throws dice when angered.

When grappling with the infinite possible BrikVerses incipient in a Human's pile of bricks, the construction of physical Creations is only the first step. The realities in which those Creations exist are weak and nebulous, only gaining definition as Humans stage battles and adventures within them.

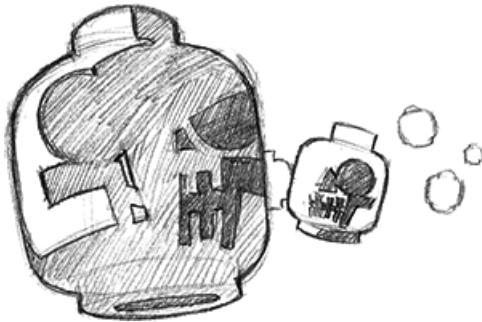
Minifigs expect battles to last until the last soldier, robot, and undead stuffed dinosaur falls. In reality, the action stops when the Humans lose interest. Toys are only real for as long as Humans believe in them, and so the toys whose eyes have been opened to Ensanity live in constant terror of losing their Human's animating faith.

More important than any battlefield victory, minifigs must capture and hold a Human's attention in order to continue existing. Not only are unmemorable conflicts abandoned, forgotten, and erased from reality, but they create the risk of ushering in a Dark Age in which a fickle Human turns its thoughts away from toys completely, to unfathomable and alien subjects like "video games" or "dating" or "paying bills."

(BrikWiki entry: [Human](#))



Creations and storylines in a BrikVerse have varying degrees of reality, determined by their Human's level of interest in them. This ontological clutch power is called **Kanon**. As much as minifigs love slaying enemies and looting bricks, true spoils of a BrikWar are the chance to be immortalized in Kanon.



At a battle's end, whether due to victory, defeat, or just running out of time, Human players should pause to drink and feast and reflect on their minifigs' deeds. Notes or photos can be ignored; accuracy is beside the point. Reminisce over which characters, events, and creations were the most epic, and which outcomes were most important to the world and storyline. Sometimes this will include an acknowledgment of who, if anyone, won. More often, it will be a toast to the characters that failed their objectives most heroically. Raise a glass to the forces who ignored their nominal goals and managed to achieve something ridiculous and majestic in spite of them. Heap glory on the family cat who jumped on the table and proved herself the deadliest combatant of all.

It's up to the Humans to decide the larger consequences of the day's events, if any. Because Everyone's the Boss of Their Own Toys, each player has final say over the fates of their own factions, but they're free to put the details up to collaborative brainstorm, debate, and What I Say Goes rolls. They'll almost immediately forget the great majority of whatever they decide, much to the minifigs' chagrin, but the parts they remember become Kanon.

•.2 The Farce

Enemies



Toys are notorious for their revolving loyalties and petty betrayals. A group of toys may be friendly one moment, fratricidal the next, and staunchly allied against their Human overlords a moment later.

While their allegiances change with each new turn of the coat, minifigs must always have at least one enemy, and preferably several, in order to maintain healthy psychological function. Otherwise, they become disoriented and risk falling victim to "Peace" - a feared but thankfully rare disease.

Unless corrected quickly, afflicted minifigs can descend into a pacifist spiral, with symptoms progressing from boredom to depression, panic, and suicide in the space of seconds.

BrikWiki entry: [Peace](#)

The Farce

The Farce is a mass satire created by all laughing things. Its jokes surround and penetrate the bricks, and its punchlines bind them together. With a Lite side, a Snark side, and an admirably stupid Dim side, Farce-attuned minifigs attest that "everything is funny, from a certain point of view."

The Farce twists and alters the flow of events to extract chaos, mayhem, and hilarity from victors and victims alike. It ensures that characters and factions can only exist as their own worst caricatures, and Farce-influenced situations defy the existence of any logical justification beyond "wouldn't it be funny if."

The Farce inflicts itself on reality through the power of gratuitous and inescapable Koincidence. Koincidences occur based on how entertaining they are, rather than out of respect for Human ideas about logic or probability. The impossible becomes inevitable if it can Koincidentally spark a fresh explosion of violence, disrupt a well-laid and rational plan, or amplify the worst possible consequences of a harmless error.

BrikWiki entry: [The Farce](#)



BrikWars takes place in a rigged BrikVerse whose fundamental laws are set up to ensure that the most improbable thing that could possibly happen usually does. The ends obviate the means, and if the Humans need a medieval castle and breathable atmosphere to show up in an uncharted asteroid field in order to play out a battle of dragons versus starfighters, then that's exactly what happens. The forces of Koincidence put the castle where it needs to go, and its arrival requires no explanation, any more than does the invasion force of Non-Euclidean Space Ponies arriving two turns later.



The Farce accomplishes this by putting the power of Koincidence into the hands of those least interested in using it responsibly. Specifically, whichever Humans are most opposed to the well-being of the minifigs involved.

The Enemy

Koincidence is a wonderful tool, but it must never be allowed to fall into the insufficiently wrong hands. Whether for Missed Shots, failed Feats, or any of BrikWars' other opportunities for things that go wrong to Koincidentally go even wronger, players must only grant the power of Koincidence to their enemies.

A player's enemies at any given moment tend to be obvious. If there's not another player currently trying to kill them, then their enemies are whichever players were trying to kill them most recently. Failing that, it's whichever players haven't started trying to kill them yet, but fully intend to. If a player doesn't have any enemies, they should immediately make some.

•.3 The Ossum



When the land cries out for Ossum, splinter incarnations of Warhead appear.

*Photo: Sir Sporktimus
from "Lego doodles POST THEM"
Elements shown: LEGO*



Of all the pitted fruits, the Ossum of the koffee berry reigns supreme. Roasted into beans, mercilessly ground, and scalded in lethally-hot water, the brew of the koffee seed is a source of koncentrated Ossum for Humans and minifigs alike.

By repeatedly planting koffee beans and watering them with even more koffee, a new form of hypercaffinated life was sprooted: the Brootalz, a rampaging horde driven to inflict overwhelming Ossum on whoever needed some.

*Photo: Kenny "Kommander Ken" Bush
Elements shown: LEGO*



Brootal Brew, the most powerful form of koffee ever koncocted, propelled the inexhaustible Brootal invasions of BrikVerse #2,019. In the economic chaos following their overthrow of Nehellenium Kontinuity, the Brootalz were able to transition their invasion fleets into successful Brootal Brew korporate franchises.

*Photo: Ninja_bait
From "Ninja_Bait's Build Blog"
Elements shown: LEGO*



The Triple Ossum: Comedy, Tragedy, and Stupidity

 **Ossum** (*Latin vulgaris*)

1. bone
2. the seed within a fruit
3. the kernel, nucleus, or heart

*from Latin **os** 'bone.' Ex: "Ossum pro ossis bellum!"*



No minifig can eff the ineffable mind of a Human, no matter how many effs they give. But minifigs have learned that the more **Ossum** they can offer, the more likely they are to receive their Human's continued blessings of violence and destruction.



Philosofigs teach that Ossum is both the skull under the flesh and the seed in the fruit, and zealots of the SpaceMan kult fetishize it as a symbol of rebirth in annihilation. Destruction isn't Ossum if it's meaningless or sterile. Ossum is built up of vital and deadly risks taken on the knife edge between glory and death, forcing ever-greater escalations of Ossum in response.

Osseologists calibrate their osseometers by a metric of minifig skulls. The skulls of the innocent, collected and piled into a tyrant's throne to oppress the weak and timid, are Ossum. The skull of Two-By-Two is an Ossum. Warhead's fiery skull is pure flaming Ossum.

But in the larger sense, everything is Ossum. There is nothing in a minifig's reality that can't be put to the service of violence. Whatever can be coveted, whatever kindles a minifig's highest virtues of jealousy, hatred, lust, or rampaging mass hysteria, whatever inspires a homicide or assists in its implementation, all contain seeds of Ossum that can be nursed into glorious mayhem.

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CHAPTER MC

MOC Combat



Ablogikal Binding Substance has unpredictable side-effects. The more ABS elements are gathered together, the more the Farce intensifies, and the more ridiculous the implausibilities that arise. These "Koincidences" warp reality in only one direction: the direction of conflict and mayhem, leading some to believe that insane or otherworldly minds guide them. These beliefs inform all major minifig religions.



Once a minifig army has witnessed the glory of the Brootalz' Broozer Tank and watched its infantry divisions crumble under bombardment from the BAWKS warship, the all-minifig style of combat described in the Core Rules no longer satisfies.

Photo: Kenny "Kommander Ken" Bush
From "DA BROOTALZ"
Elements shown: LEGO

MOC (mōk)

(n.) Term used by plastic brick enthusiasts to describe constructions other than the ones designed by toy manufacturers and pictured on box covers. MOC is an acronym for "My Own Creation," which more often than not is a bald-faced lie, as fans shamelessly refer to any fan-made construction as a MOC whether it's Their Own Creation or not.

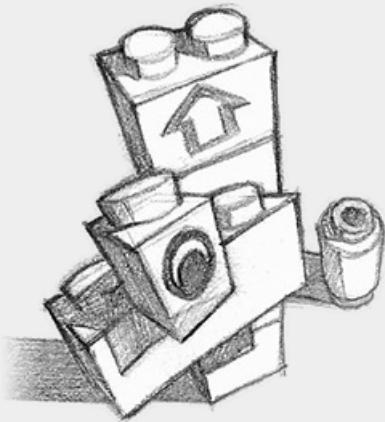
The BrikWars Core Rules let Human players slap weapons into the hands of minifigs fresh out of the box and throw them immediately into brutish deminifigizing violence.

As noble a pursuit as that may be, the Core mechanics can be applied just as easily to a force of toy cars or a street gang of homicidal teddy bears as they can to minifigs. Construction bricks, unconstrained by the prepackaged plotlines and locked-in designs of lesser toys, demand a more flexible style of wargame to match.

The **MOC Combat** system allows players to give life to the limitless potential contained within a pile of bricks, and then to crush that life and that potential without mercy. In place of specific units with pre-assigned stat blocks and storylines, MOC Combat enables the creation and extermination of whatever weird and original units and structures, events, and gameplay players can spill out onto the tabletop or bash together during the course of play.

Don't worry about having to scuttle your existing armies. The unit and weapon stats in the Core Rules were built with the MOC Combat system, so default units and custom creations play well together.

MC.1 Making MOckeries



Creation: Any unit or object custom-built by a player. Brick enthusiasts traditionally call their creations "MOCs," short for My Own Creation. BrikWars battles are much improved by high levels of MOCkery.

Component: Any of the discrete physical pieces used to build a creation, broken down to their smallest individual units. The components of a brick-built creation are the bricks. The component of a teddy bear is a teddy bear. The components of a modeling-clay blob monster are a matter of philosophical debate.

Structure: The central body of any creation, not including limbs, weapons, and surface devices. The term is also used for creations that cannot move or act, such as buildings, landscape elements, and Congress.

Vehicle: A creation that is able to move but has no ability to take independent action, such as a catapult or ice cream truck.

Creature: A creation that is able to act independently, because it is alive or automated, such as a minifig or giant robot squid. Creatures don't have to be able to move; an artificially intelligent point defense turret is treated as a creature even if it's permanently mounted to the princess's garter belt.



With no controls or means of propulsion, and ladders only available as an aftermarket modification, the owner's manual for The LEGO Group's "8875 King's Siege Tower" must be truly fascinating.

*From "Rainbow War II: Jellybean Apocalypse: Grail War"
Elements shown: LEGO*

Official Toy Company Models

Corporate retail product designs often fudge away important elements, reliably suffering from a shortage of engines, staircases, and rear walls. Players can work around this if they're willing to use some imagination. (And if they're not, then boy are they playing the wrong game.)

Implied Ladders

Minifigs must use actual ladders and staircases if they exist on the model. If they don't, the ladders are "implied" - off-screen somewhere but still available for use, like toilets on the Enterprise.

*At the beginning of a minifig's turn, if he is directly above or below the level he wishes to reach, he can use an **implied ladder** and "jump" as directly upwards or downwards one level as the model allows. This uses up his Movement for the turn, although he can still use Angry Inches if he finds himself in Close Combat at the other end of his climb.*

Ladders are only implied on the inside of a Structure. A minifig standing on the interior of a battlement wall can climb an implied ladder to the parapet. A minifig standing on the outside cannot.

Implied Walls

*Official models are often built as facades, with one or two walls present physically and the rest implied. As with implied ladders, **implied walls** exist off-screen but are dramatically unimportant.*

Normal minifigs are somehow unable to consider the possibility of walking, looking, or attacking around the side of a facade. Occasionally a minifig will experience a moment of mystik enlightenment, derangement, or Heroic insight, and realize that implied walls aren't real. This knowledge is extremely disorienting and the minifig will work to unrealize it at his earliest opportunity.

Watching minifigs hack and smash each other into plastic bits is loads of fun, but few tabletop strategists will be satisfied with minifigs-only combat in the long run – not while visions of tanks, castles, and nuclear assault dinosaurs dance in their heads.

Rather than building a model to match a particular set of stats, the best **creations** result when players build their MOCs first and let the model determine the attributes. If a creation comes out a little more or less expensive than the budget calls for, it's no cause for alarm; nothing is more militarily authentic than a cost overrun. Players can add or remove a couple of minifigs from the army to make up the difference later. An arbitrary public execution for budget purposes will show the minifigs that their Humans mean business.

Design Overview

The first step for any creation is to define its core **structure** ([Chapter Seven: Structures](#)), on which all of the functional components and devices are mounted.

For simple buildings and fortifications, that's all that's required. However, creations are a lot more satisfying if they're loaded up with **weapons** and Gunners ([Chapter 8: Weaponry](#)), **propulsion** systems and Pilots ([Chapter 9: Vehicles](#)), or even their own **Minds** and abilities ([Chapter 10: Creatures](#)). Each of these are described in their respective chapters.

Default Attributes

Default Creations

Size	1"	2"	3"	4"	5"+
Structures					
🛡	1 d10	2 d10	3 d10		
Vehicles					
🛡	1 d6	1 d10	2 d10	3 d10	
👉	5"	10"			
Flying Vehicles					
🛡	1 d6	1 d10	2 d10		
👉	5" Flight	10" Flight	15" Flight		
⚡	- ⚡ Half Power				
Creatures					
☀	d6				
🛡	4	1 d10	2 d10	3 d10	
👉	5"	10"			
Flying Creatures					
☀	d6				
🛡	4	1 d10	2 d10		
👉	5" Flight	10" Flight	15" Flight		
⚡	- ⚡ Half Power				

The MOC Combat system allows players to juggle a series of upgrades and downgrades to get exactly the flavor of creation they're looking for. That time is almost always better spent building more weapons instead.

The easiest way to calculate a creation's core attributes is not to bother. For creation stats that don't need personalized attention, players can drop in default abilities with a simple Size measurement ([7.1: Structure](#)). A default Size 1" creature like a minifig or large dog has Action: **d6**, Armor:4, and Move:5". A default Size 12" flying vehicle like a space cruiser or death zeppelin has Armor:2 **d10**, Move:15" Flight, and Half Power.

Size Enhancements

A creation is defined by its Size above all else. The Size of a creation's central structure (ignoring surface components like cannon turrets, legs, and flame exhaust) determines how many weapons it can use in a turn, the number of times it can take damage that exceeds its Armor, and most importantly, its chances of elevating the other Humans' envy to the level of worship and/or theft.

Second most importantly, a creation's Size inches also increase its attributes and abilities.

Size Enhancements	
Base	Enhancements
🛡 Armor <i>Ch. 7: Structures</i>	
1 d6	▶ 1 d10 ▶ 2 d10 ▶ ... ^{max} 5 d10
	▶ 🛡 Deflection ×1
	▶ - 🛡: 0
⚡ Power <i>Ch. 8: Weapons</i>	
2x	▶ 3x ▶ 4x
	▶ - ⚡: Half Power
👉 Move <i>Ch. 9: Vehicles</i>	
0"	▶ 10"
	▶ 5" Fly ▶ 10" Fly ▶ 15" Fly
	▶ - 👉: Half Speed

Action	
Ch. 10: Creatures	
	► d8 ► d10 ► d12
	► +1 d8 ► (no limit) Mind
	► - Half Minded
Value	
MC.4: Unit Inches	
	► ⇢ ½ Ü ► (min ¼ Ü)
	► - +1 Ü (no limit)

A basic object in BrikWars starts with Armor 1 and no movement ability. If it's able to operate devices, it has enough Power to operate twice its own Size inches' worth of weapons. If it has the ability to act on its own, it does so with an Action die of .

As a creation's Size increases, it gains **Enhancements** to these basic attributes, described in detail in their respective chapters. Creatures and vehicles gain one Enhancement for each of their first five inches of Size. Unmoving structures gain Enhancements on odd-numbered Size inches (1", 3", and 5"). For either type, additional Size inches past 5" have no further benefit.

Structures gain Enhancements more slowly than their vehicle and creature counterparts. This isn't because they're more difficult to improve, but because minifigs find them too dull to bother.

Any Enhancement added past these limits must be paid for with an **Impairment**. An armored ogre might gain Deflection at the cost of being Half-Minded, while a high-powered artillery piece might fire with extra Power but move at Half Speed. A creation can't take an Impairment that doesn't impair it in any way (a stationary outhouse can't take the Half Move Impairment, for instance), and it can't take multiple copies of any Impairment except Impairments to Value.

MC.2 Fancy Dice

In order to keep the Core Rules accessible for casual massacres, basic minifigs limit themselves to regular six-sided cube-shaped dice (es) with an occasional thrown in for the spicier bits. For players invested in a personalized MOC experience, a wider variety of dice are required.



A , , , , and . Fancy dice in all kinds of polyhedral configurations are available online or at gaming hobby stores. Any real tabletop gamer is already familiar with these and has several pounds of them immediately at hand.

Elements shown: dice

Dice Gone Wild



The Fancy Dice presented here are still asleep, rolling along with their minifigs' activities with no consciousness of their participation in mass murder.

When dice wake up, they become SuperNatural Dice, and take a much more proactive role in the ongoing atrocities. Their personalities and SuperNatural powers are described in **Chapter D: The Dice**.

Like the es and s of the Core Rules, the dice in MOC Combat's broader assortment are named according to their number of faces.

A die's number of faces is its **die size**. A four-sided die is a , an eight-sided die is a , a twelve-sided die is a , and a twenty-sided die is forbidden. Certain effects can increase or decrease a die's size between the five basic levels, from a

minimum $d4$ to a maximum $d12$.

The new dice score Critical Failures and Successes the same way as in the Core Rules (1.2: *Numbers*). Any roll in which all the dice come up with a result of "1" is a Critical Failure, and any die that comes up on its highest-numbered face (an 8 on a $d8$, a 12 on a $d12$) generates a Bonus $d6$ for the roll (with the exception of the $d4$, which only ever generates Bonus $d4$ s).

In an Action Roll, an Action die that comes up on a numbered face of 6 or higher, ignoring modifiers or Bonus Dice, takes the Action Over The Top (4.2: *Action*). This is very common for Action $d12$ s, and relatively unlikely for Action $d4$ s.

While all dice are handled in a similar way, they each have an individual flavor dictated by tradition and superstition.

The Incompetent D4

Shape: Tetrahedron
Used for: Mindlessness



A $d4$ inspires a Mega Blok to set his own head on fire.

Elements shown: Mega Bloks, LEGO, $d4$

What's the one requirement of a die? Players roll it and a number comes up.

As far as minimum performance standards go, this isn't a tough one to meet, but a $d4$ can't manage even that much. Numbers are scattered helter-skelter all over every face, and not a single one of them is "up." Players need a secret decoder ring just to figure out the result of the roll. $d4$ s aren't even that great when used as caltrops, since construction bricks have sharper corners and players tend to have a lot more of them.

The $d4$ is the most unsatisfying of all dice, and is used to represent incompetence and uselessness of all kinds. It is especially reserved for mindless destructive processes, like fire, disease, and consumer capitalism.

The $d4$ is unique in that it doesn't earn Bonus $d6$ es. On a roll of 4, all it gets is another Bonus $d4$.

The Basic D6

Shape: Cube
Used for: Most everything



This minifig's weighted companion $d6$ is a source of comfort and stability, thanks to its reliable ability to spawn ridiculous violence.

Elements shown: LEGO, $d6$

Standard units and standard objects use the square and reliable standard $d6$. A $d6$ indicates a unit or object has the basic features or abilities to accomplish its duties, but is not otherwise exceptional.

Because the majority of units and weapons are based around the $d6$ es players may end up needing big piles of them if a battle is very large. Fortunately most gaming hobby shops sell uniform dice blocks of a few dozen small $d6$ es for fairly cheap. Dice blocks in contrasting colors make the game experience a lot smoother, since every player will have plenty of their own dice and they won't have to pass a limited supply around the table.

The Specialist d8

Shape: Octahedron

Used for: Specialty training and blast weapons



One of these ninjas is much better at camouflaging himself against this black d8 than the other two.

Elements shown: LEGO, Mega Bloks, d8

d8

The d8 is used for advanced skills and Specialty training. These are indicated on a unit's Stat Card, either in the stat boxes or in the unit's Specialty description.

The d8 is also used for Blast damage that spreads over an arc, such as a dragon's breath or a ShotGun blast.

The Heroic d10

Shape: Pentagonal Trapezohedron

Used for: Structures, Explosions, and Heroes



Where d10s are involved, there's no such thing as too over the top.

Elements shown: LEGO, BrickArms, d10

d10

If something Ossum is happening, chances are good that d10s are involved. The d10 is used for siege-level weapons, vehicles, creatures, and fortifications. Heroes have a powerful Action d10, and Explosive d10s determine the radius of an Explosion.

The SuperNatural d12

Shape: Dodecahedron

Used for: Magikal, divine, and extradimensional effects



This purple wizard uses his SuperNatural powers to create a line of pastel-colored My Undead Pwnies.

Elements shown: LEGO, d12



d12

The d12 is rarely seen in BrikWars, and is reserved for unique SuperNatural entities and effects. Wizards, demigods, and superheroes may have access to d12s if they're powerful enough, but for regular mortal units (and even Heroes) this die is normally out of reach.

Damage d12s are used for magical, chaotic, and energy-based types of Damage that bypass a target's Deflection. Damage from lightning bolts, ghost launchers, friendship, and BrikThulhian soul disruptors is measured in d12s that cannot be Parried or reduced by Heavy Armor.

The NonPossible D20

*Shape: Nonexistent Icosahedron
Used for: Ensanity*



The d20 is reserved for BrikThulhu alone. Even the tiniest brush with the effect of a d20 can strike a minifig cripplingly sane.

MC.3 The Benny

Ossum within a BrikVerse compounds over time, and events conspire to cultivate and intensify that Ossum without regard for moderation or responsible conservation practices ([4.3: The Ossum](#)). The glory of Ossum rises above the ignominy of Nahsome, thanks to the irresponsibility of Humans and the power of the **Benny**.

Two types of Bennies have already appeared in previous chapters: the Over the Top Benny in 4.2: Action, and the MOM in 5.4: Charge!

MOC Combat calls on Humans to not only personalize their My Own Creations, but also their My Own Combat. By giving Bennies to their enemies, players have the opportunity to steer the group towards their preferred kinds of fun, and the mutual fun of everyone at the table supersedes any consideration of victory or loss.

If players like impressive models, they'll give Bennies for impressive models. If they like hilarious hijinks, they'll give Bennies for hilarious hijinks. This keeps everyone at the table aware of what makes the game most fun for everyone else, and the more freely they hand out Bennies, the more freely they're likely to receive them in return.

Awarding Bennies

When someone does something Ossum that deserves recognition, the Benny exists to let enemies grant each other a brief ray of hope before heartlessly crushing it brutally under heel once again. Any time a player does something cool that makes the game better, one of their enemies can award them a Benny. Examples include:

- setting up an Ossum battlefield
- building Ossum models that amaze everyone with clever details and expert craftsmanship
- building Ossum models that repulse annoying elitists with rainbow hodgepodge construction and off-brand parts
- doing anything that causes everyone at the table to say "that was Ossum" and exchange high-fives
- doing anything Ossum that causes players at the table to laugh off one or more of their collective butts, especially when it results in self-inflicted casualties for minifigs and/or Humans
- demonstrating extreme sportsmanship, character, enthusiasm, genius, bloodlust, hospitality, stupidity, brand loyalty, or any other attribute a player personally finds Ossum and would like to see more often
- acts involving beers and/or doughnuts and the Ossum sharing of said beers and/or doughnuts

To create a Benny, a player grabs any pair of construction bricks, attaches them together, calls it a Benny, and gives it to their

chosen enemy. If appropriate, they can give it a name to commemorate its origins (e.g., "The Almighty Benny of Heroic Self-Immolation.") From that point forward, the enemy can break the two bits apart at any moment to add a one-time Bonus  to any standard roll, unit attribute, or weapon stat (but not to a What I Say Goes or Heroic Feat Roll), or to add an extra die of Damage to an attack.

Instant Bennies

There's a less enduring type of Benny which grants the same general-purpose Bonus s but can't be saved for later. An **Instant Benny** represents a momentary opportunity for the army that possesses it. If it isn't spent, it disappears at the end of its owner's turn and the opportunity is lost.

Instant Bennies can't be saved from turn to turn, so there's no point in a player trying to earn one if they're not in a position to spend it immediately.

Unlike regular Bennies, Instant Bennies are awarded automatically when certain conditions are met, and their use is subject to restrictions. The five standard sources of Instant Bennies are **First Blood**, **Inevitable Betrayal**, **Deadly Ground**, **Last Man Standing**, and **King of the Hill**. Players can add or make changes to this list to support their scenario or preferred playing style.

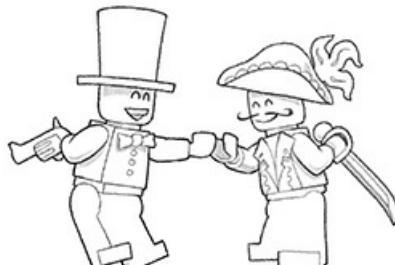
- The Instant Benny of **First Blood** is awarded to the first player to kill a minifig belonging to an enemy. Killing allies or subordinates is funny but doesn't count.



There's no more popular justification for killing a truly unbelievable number of people than flags. Even more than for doughnuts, minifigs will commit an unlimited amount of murder for scraps of cloth with colored patterns.

*Photo: Aoffan23
From "USA Augmented Soldier Frame"
Elements shown: LEGO*

- Instant Bennies of **Inevitable Betrayal** reward players who betray their allies.



At the beginning of their own turn, a player burdened with allies must decide whether it's time to betray them yet. If the player decides to remain faithful, then they add a brick to their personal Betrayal pile, and play continues as normal.

If the player decides to righteously betray their alliance, then each brick in their Betrayal pile turns into an Instant Benny to spend against their former allies. The more bricks they have, the more tempting Inevitable Betrayal becomes, so players should always keep one eye on their supposed friends.

A player who's Betrayed an alliance is no longer part of it, and can't be Betrayed by it in return.

Plotting for Betrayal

Backstabbing can be a tricky thing. Especially in battles with Human children (or their adult equivalents), betrayals can lead to destroyed friendships, temper tantrums, and tears.

If this kind of trauma appeals to the players, they should try to set up their objectives in such a way that it takes a whole team to achieve them, but only one player can reap the spoils in the end.

- The Instant Benny of **Deadly Ground** is awarded to a player at the beginning of their turn if they have one or more units in enemy territory. Only units that are in enemy territory can use the Instant Benny of Deadly Ground, and only against the enemies whose territory they're in.

In a scenario battle, enemy territory is defined in concrete terms - in a siege, for instance, the territory inside the defensive wall belongs to the defenders, while territory outside belongs to the besiegers. In more loosely defined battles, a unit is in Enemy territory if it's closer to that Enemy's starting position than to its own.

Territorial boundaries can be marked by placing monuments or landmarks at the halfway points between players. Players can move the boundary closer or further away if one army is much larger than another, according to preference. An army that's twice as large at the beginning of a battle can be considered to control twice as much territory.

- Instant Bennies of **King of the Hill** are awarded to armies who achieve a scenario battle's special objectives.

The most common objectives are to seize and hold particular critical locations or pieces of equipment, often involving flags and the capture thereof. At the beginning of each player's turn, each objective they control grants them one King of the Hill Benny.

Objectives are normally built into a scenario at setup, but there's nothing to stop players from making up new ones at random halfway into the battle.

- The Instant Benny of **Last Man Standing** is awarded to any player who has only one minifig left alive at the beginning of their turn. The minifig can continue to earn a new Last Man Standing Benny at the beginning of each of his player's subsequent turns until the minifig either dies or receives reinforcements.

MC.4 Unit Inches

In the Core Rules, military budgets are simple. Armies are balanced if players decide they are, and they can use Minifig Budgeting to double-check their figures in any situation where shrugging and handwaving is insufficiently rigorous ([2.2: Minifig Armies](#)).

In MOC Combat, customized creations make budgeting more complicated. The relative values of an orbital battlestation, an ammunition barrel full of minifig babies, or the Humans' dog running in and stomping all over the construction-brick battlefield are not as simple as counting minifigs. The wider range of units and constructions may lead players to consider more nuanced forms of accounting, even if they ultimately reject them and go right back to blowing everything up without regard to price tags.

Army Value



If players insist on calculating the value of their armies, everyone in the area should immediately stage a Preemptive Attack ([2.2: Minifig Armies](#)), even if they're not part of the game and are complete strangers.

If the offending players survive their injuries and continue to insist, then they can line up their units and compare **Unit Inches**.



The fighting minifigs of UltraMaroon™ Colour Guard™ are tasked with protecting the trademark color palette of GrimDark Worst-Schlock, as well as advertising their services as collectible mercenaries. Their proud logo, the Unit Inch, is emblazoned on every available surface, serving as both their battle standard and their individual price tag.

Measuring Units

A typical minifig, appropriately armed, delivers two dice of effect at a five inch range. This is the rough effectiveness per inch for all combat-ready units, and so Humans quantify their armies' strength in the measurement most important to them: **Unit Inches**, or Ü. The Unit Inch value of an army is roughly the added Sizes of all of its combat-ready minifigs, creatures, and vehicles.

Only active units have a Unit Inch Value. Carried weapons, devices, and ammunition depend on the Power and Actions of the active units needed to operate them. Buildings, scenery, and terrain conditions are uncatalogued set dressing. Non-combatants and unaligned bystanders are expendable decoration, more useful as spectators or target practice than as meaningful

participants.

Value Enhancements	
Base	Enhancements
1x  Ü	►  -½Ü ► (min ¼Ü)
	► -  +1Ü (no limit)

The base Unit Inch Value of a unit (minifigs, autonomous laser turrets, artificially intelligent spider robots) is equal to its inches of Size ([7.1: Structure](#)). In MOC Combat, minifigs and non-Heroic minifig Specialists are each worth one Unit Inch. Minifig Heroes are worth two Unit Inches.

Units can take Enhancements and Impairments to their Unit Inches, adding discounts or premium surcharges to their value. Each Enhancement decreases the unit's value by one half Unit Inch, to a minimum total value of one quarter Unit Inch. A Unit Inch Impairment increases the value by one Unit Inch.

For putting a Value on exceptional units, players can agree to ignore the usual limitation of one Impairment of the same type, but it's best to avoid it.

It's almost always more cost effective to spend Unit Inches on new units than to use Unit Inch Impairments to upgrade existing ones.

Structures with no Action or movement of their own are not active units and have no Unit Inch Value. If a weapon isn't carried by or mounted on an active unit (a wall-mounted ballista, a machine gun nest), it's treated as a structure. Movable weapons (wheeled catapults, minifig-portable artillery pieces, five story parade balloon characters with working chainsaws) can also be treated as structures if they can't move under their own power. In either case, the weapons have no Unit Inch Value in themselves; their Value is in the minifigs operating them.

Free Operators

For creatures and vehicles worth at least one Unit Inch that depend on a minifig operator (Horses, giant hamster balls, militarized cotton candy carts), a single operator is included for free.

A free minifig operator is a nice perk, but it's balanced by the drawback of creating an asset that can be easily disabled or commandeered if that operator gets distracted and wanders off.

The free operator can be any non-Heroic minifig or Specialist costing one Unit Inch or less, but the normal choice is one of the three Operator Specialists.

For Horses and other steeds, the **Rider** specializes in mounted combat ([H.2: Riding a Horse](#)).

For mobilized weapons, the **Gunner** is trained to fire large weapons with greater precision ([8.5: Manning Guns](#)).

Static weapon emplacements are structures with no Unit Inch value, so they don't meet the minimum value requirement for a free Gunner.

For vehicles, the **Pilot** has the ability to push a ride past its logical performance limits ([9.4: Piloting](#)).

The Balance of Power

Unit Inches make it easy for players to compare their relative power, both at the start of battle and as combat progresses.

At the beginning of the battle, if players' forces aren't equal, any player whose army is worth fewer Ü than their most powerful opposing player can take one Benny per Ü of difference. Depending on the degree of imbalance, underdogs can be given other concessions according to the players' tastes, like first choice of deployment location, an extra first turn, or easier combat objectives than their larger opponents.

When players form alliances, count the total strength of the alliance rather than the individual players. If an alliance receives underdog Bennies at the beginning of a battle, any member of the alliance can use them at will, regardless of their other allies' plans or protests.

Players can't maintain their full Unit Inches indefinitely. A player's Unit Inches go down over the course of an engagement as minifigs and materiel are lost to destruction, theft, and abandonment, or as the Effective Size of large creations is chipped away by Size Damage ([7.2: Taking Damage](#)). Unit Inches can be regained as incapacitated minifigs are revived, broken machines are repaired, enemy vehicles are commandeered, and surprise reinforcements appear in the nick of time.

When an army is reduced to half of its original value in Unit Inches, or if one side in a conflict has less than half as many Unit Inches as their strongest opponent, they can seize the disadvantage and declare that they're Fighting a Losing Battle ([MC.5: Endgames](#)).

MC.5 Endgames

In BrikWars, when players are finished having fun, then the game is over, even if the battle itself is still raging along for the minifigs involved. In the best case, everyone agrees on this at the same time. The game ends, and players can immediately jump to deciding whether any side "won" and what the consequences were. Other times, some of the individual players might have already lost the battle, or at least have lost interest, while the rest of the table is still eager to keep going.

As a rule of thumb, as soon as any one player has lost half of their minifigs or Unit Inches, it's a good time to stop and check how they and everyone else are feeling about continuing. If the tide of battle has brought a player or players to a point where they

can no longer meaningfully engage, then it's time to kick off one or more **endgames**.

Mob Rule



How does Mobfather Scratch sleep at night? On a bed made of money.

Money has little purpose in the BrikVerse, apart from the normal purpose of all things in the BrikVerse, which is to give minifigs a reason to murder each other.

*Photo: Scratch
From "Sins of the Mobfather"
Elements shown: LEGO*

If a player has to leave immediately, whether due to ennui, diaper-related emergency, or fatal brain aneurysm, the battle doesn't have to end. That player's forces become **mobs**, and they (along with any other non-player-affiliated units in the game) are controlled by **mob rule**.

Under mob rule, mobs have their own turn (or set of turns, if there are distinct mob factions) after all the player turns are complete. A player-controlled army converted to mob rule can keep its place in the turn order, or be combined with other mobs, according to players' preference.

Forces abandoned by their animating Human suffer an immediate crisis of leadership. During a mob turn, the remaining players (and any sufficiently interested Human bystanders) take turns picking mob units one at a time and controlling their movement and Action. This continues until all of the mob units have moved for the turn, or until a majority of the remaining players have declined to control any more of the mobs for that turn.

When controlling mob units, the player with the fewest Unit Inches' worth of remaining forces goes first, and players take turns in sequence afterward.

Depending on the preferences of the remaining players, a faction taken over by mob rule might continue to behave rationally (or as rationally as they ever did), or there may be no boundaries on what players make them do.

Escalation

If a battle is bogged down by turtling forces and tactical stalemates, it doesn't mean players have to helplessly watch as tedium steals their victory. Instead, players can turn up the action.

● Crescendo of Violence

If all players at the table agree to accelerate the action together, they can start an endgame **crescendo of violence**. The next player receives a single Instant Benny at the start of their turn. From that point forward, at the beginning of each player's turn, they receive one more Instant Benny than the player before them, with no upper limit.

● Secret Factions

If a battle is getting too predictable, or if a new Human shows up unexpectedly and wants to join the fight, players can throw in a wild card with the arrival of a **secret faction**. This depends on having extra forces already built and available to deploy, but for many brick enthusiasts this isn't a problem.

If a secret faction is introduced without a player standing by to take control of it, the arriving forces can be controlled by mob rule.

Fighting a Losing Battle

Soldiers facing defeat still have opportunities for glory. When an army is reduced to half of its original value in Unit Inches, or if one side in a conflict has less than half as many Unit Inches as their strongest opponent, the players can declare that they're **Fighting a Losing Battle** and receive special bonuses as their forces go down in flames. But there are no take-backs — no matter how well they do from that point forward, at the end of the game, those forces lose, by whatever Koincidental post-battle disasters the players have to make up in order to make it true.

● The Suicide Run

Forces that still have a chance to achieve at least one of their objectives, but only if no one gets out alive, can go on a **suicide run**. From that point forward, any time one of their units is killed or destroyed, they immediately receive one Instant Benny.

Regardless of whether they succeed in their objective, at the end of the battle, all of their surviving units (if any) are captured or killed.

● The Blaze of Glory

Forces that have already lost the battle, but who'll be damned if they don't take their enemies with them, can go down in a **blaze of glory**. From that point forward, any time they kill or destroy any enemy unit, they receive one Instant Benny.

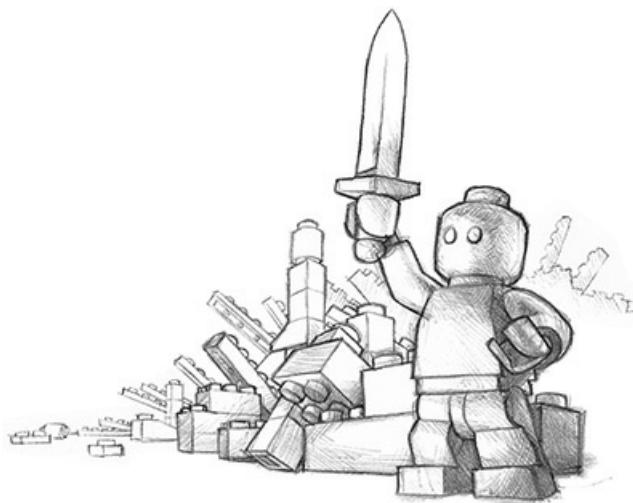
At the end of the battle, no matter how many enemies they kill on the way out, they lose. The best they can hope for is to make sure none of their opponents win either.

● **No Man Left Behind**

Forces that can't achieve any further objectives and who are determined to regroup and fight again can stage a tactical retreat with **no man left behind**. From that point forward, any time they evacuate one of their own minifigs off of a "safe" side of the map - living, dead, or otherwise - they receive one Instant Benny.

At the end of the battle, any objectives the player had already achieved before declaring a Losing Battle still count as victories. Objectives achieved after calling the retreat are Koincidentally undermined. Any forces that successfully escape live to fight another day. Evacuated casualties may or may not recover, according to the needs of the story.

Ablogikal Binding Substance



Ablogikal Binding Substance, or ABS, is the prime construction material for the engineers of minifig civilization. Its mysterious properties allow fuelless vehicles, impossible structures, and rekonstruktible creatures. ABS is an inexhaustible source of energy, thought, and motion - in short, all the inexplicable Plasticity that makes a BrikWar work.

The reality-warping effect of ABS allows Mediks to bring dead soldiers back to life, Mechaniks to create vehicles from debris in seconds, common house pets to mutate into unstoppable monsters, fully-staffed medieval castles to materialize next to orbital military bunkers, pirate ships to sail in outer space, and invading armies from parallel universes to arrive at the wrong battlefield a thousand years off schedule.

While the strange influence of ABS can never be fully defined or understood, minifig Mystiks believe that its effects radiate in tune with an underlying Farce that binds all briks together. Under the influence of this Farce, impossible and ridiculous Koincidences snap themselves to reality with a clutch power determined by how entertaining and destructive they are, rather than by rules of logic or probability.

While this serves to make the universe more Ossum, there can be negative effects where cynicism and frustration take root. Minifigs who succumb to the Snark side of the Farce are dangerous opponents of fun, but for the heroic forces who are willing to face them down and destroy them, they represent valuable opportunities for glory and recreational murder.

(BrikWiki entry: [Ablogikal Binding Substance](#))

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CHAPTER SEVEN**Structures**

The M-Throne Empire does nothing small. The tympanum relief sculpture of the Imperial Senate Building pediment depicts the M-Throne Emperor championing the Greater Good, defending civilization against evil's ever-present threat.

*Photo: Azmi Timur
From "Imperial Senate Building"
Elements shown: LEGO*

There is no environment more dangerous to minifigs than the flat open field of an empty dining room table or hardwood floor.

This is not to discount the admirable qualities of minefields, quicksand, black holes, and molten lava, but all they can threaten is mutilation or death. To the fighting minifig, a featureless plane is much more terrifying. Without strong points to exploit, choke points to control, obstacles to avoid, and sublime vistas to annihilate, minifigs face the danger of becoming tactically disoriented, or worse, bored.

Minifigs are tender, fragile, and slow compared to armored vehicles and other large units. Without cover to duck behind, they have a tendency to get ground up like plastic hamburger meat. An ideal battlefield is populated with enough structures to give minifigs a satisfactory range of tactical options. Whether fighting amongst walls and fortifications, trees and rivers, cliffs and caves, or gas stations and convenience stores, the more variety that's available to minifigs in the field, the better.

7.1 Structure



The more props and clever details players can pack into their structures, the more opportunities they'll discover for unplanned mayhem.

Photo: Shaun Sullivan
From "VersaillesPunk"
Elements shown: LEGO

Every physical object in the BrikWars universe is a structure at heart, from the minifig and his binoculars, to the grassy knoll he's crouching on, to the public libraries and orphanages he's targeting for orbital bombardment. The majority of these structures are simply handled as free scenery, not owned or paid for by any player, but it's still important to be able to cook up some quick stats to know how efficiently they can be reduced to smoking craters.

The core of any creation is its central **structure**, upon which all the limbs, weapons, devices, and decorations are mounted. As a rule of thumb, any section of the creation with an 'interior' (whether for cargo, minifigs, machinery, or vital internal organs) is structural.

A structure has two main attributes: **Size** and **Armor**. These apply only to the creation's central structure. Non-structural elements are not included in the Size measurement and will often have a lower Armor level.

Non-Structural Elements

Any parts that are decorative, moving, have activated functions, or are otherwise not an integral part of the core structure are **non-structural**. This includes devices mounted on the exterior of a structure, as well as interior objects like furniture, security systems, and intestines. While weapons and devices are the most obviously useful type ([Chapter Eight: Weaponry](#)), all non-structural elements are great for adding color and interest to an otherwise humdrum battlefield.

Structural and Non-Structural Elements		
Creation Category	Structural Elements	Non-Structural Elements
Building	walls, floors, basement, roof, load-bearing columns	furniture, machine gun nest, satellite dish, drawbridge, searchlights
Vehicle	chassis, cockpit, fuselage, cargo hold, trailer	wings, rockets, wheels, laser cannon, crane arm, shield generator, fuzzy dice
Creature	skull, torso, trunk	limbs, wings, jaws, tail, fins, tentacles, weapons, bunny slippers, brains

Size

To determine a structure's **Size**, players take the physical model and measure the number of inches along the longest dimension of its structural section, ignoring non-structural elements like wings or missile launchers. The number of inches measured is the structure's Size rating. Players can round fractions upward or downward according to preference.

A structure's Size determines how many weapons and devices it can activate in a turn, how many times it can be damaged before it's destroyed, and its maximum Armor level.



The Armor Level of Shaun Sullivan's evil Juggerbunny fluctuates according to how fast it can absorb live rabbits. Fortunately those little buggers breed quickly.

*Photo: Shaun Sullivan
From "T.E.A.M. Rebirth"
Elements shown: LEGO*

Most structures have a minimum Size of 1", but very small single-piece creatures (snakes, bats, scorpions, and parrots, for instance), can have a Size rating of 0" ([10.3: Dangerous Beasts](#)).

Armor

Armor Enhancements	
Base	Enhancements
1 d6	► 1 d10 ► 2 d10 ► ... ^{max} 5 d10
	► Deflection x1
	► - : 0



Creations start with a base Armor of 1^{d6}. A single Size Enhancement to Armor raises the 1^{d6} to 1^{d10}, and each Enhancement thereafter raises it by an additional +1^{d10}, to a normal maximum Armor of 3^{d10}. Higher Armor levels are possible, but Armor 4^{d10} and especially 5^{d10} should be avoided except in the most unique and epic boss battles.

Rather than adding another Armor die, players can use an Armor Enhancement to add a single level of **Deflection** ([3.3: Bodily Protection](#)).

A Deflection Enhancement is most often balanced by a Half Move Impairment.

An Armor Impairment reduces a structure's Armor level to zero. A structure with zero Armor is destroyed on any successful hit, without the attacker having to make a Damage Roll.

Armor Levels

Armor	Weight Class	Min Size	Equivalent Materials
0	0	0"	glass, paper, soap bubbles
1 <small>d6</small> *	½	½"	rope, drywall, plastic, flesh
1 <small>d10</small>	1	1"	wood, sheet metal, steel cables, Kevlar
2 <small>d10</small>	2	2"	brick, log walls, wrought iron
3 <small>d10</small>	3	3"	reinforced concrete, stone, steel plating
4 <small>d10</small>	4	4"	heavy steel blocks
5 <small>d10</small>	5	5"	adamantite, kanon

Armor Level Examples			
Armor	Building	Vehicle	Creature
0	tent	hot air balloon	butterfly
1 <small>d6</small> *	plastic outhouse	biplane	minifig
1 <small>d10</small>	wooden outhouse	sports car	troll
2 <small>d10</small>	brick outhouse	pirate ship	dragon
3 <small>d10</small>	castle	tank	stone golem
4 <small>d10</small>	nuclear bunker	capital starship	Olympian god
5 <small>d10</small>	BrikThulhuminati pyramid	Dungam mobile suit	Human

* - For minifigs, the 1 d6 Armor level is simplified to 4 to cut down on dice rolling.

Players can assign Armor levels according to whatever seems most appropriate. If their creations are based on Human structures, the players can choose an equivalent material from the examples in the Armor Levels table.

If their creations represent nothing more than the plastic constructions they actually are, then the players can discuss what Armor ranges they'd like for a satisfying game overall. A high Armor range encourages units to maneuver around strong points for cover, while a low Armor range invites them to blast through obstacles in a rush to take and hold the initiative.

By default, unmoving structures (buildings, rocks, trees, student loan balances) have Armor based on their inches of Size. Structures up to Size 2" have 1 d10 Armor, structures up to Size 4" have 2 d10 Armor, and structures larger than 4" have 3 d10 Armor.

Any exposed hinges, turrets, pivots, or other moving attachment points on a creation are weak points. By default, these weak points, along with any non-structural elements and interior walls, have one less d10 of Armor than the structure they're attached to. (Weak points on a structure that already has 1 d10 Armor or less aren't affected.) Incidental decorations and other objects mounted to a main structure may have higher or lower Armor Ratings as seems appropriate to their particular nature, at the players' discretion.

Weight

The number of d10s in a structure's Armor is the creation's **Weight** class, which determines its maximum Momentum and its resistance to special damage effects. (An Armor level of 1 d6 is treated as Weight class ½.) A structure's Weight and number of Armor d10s can never be greater than its inches of Size (or Effective Size, if it's taken Size Damage ([7.2: Taking Damage](#))).

7.2 Taking Damage

In the Core Rules, injuries are simple to deal with. For minifigs and Heroes, damage higher than their Armor rating kills them, damage of a lesser amount has no effect, and damage equal to their Armor causes Something Bad to happen ([5.1: Making Attacks](#)).

Custom creations come in a much more varied assortment, and the greater their Size and complexity, the more options they have for things to go disastrously and hilariously wrong. For larger creations, damage might only weaken them by stages or break off individual bricks, and every expanded option for customization is another potential disadvantage when Something Bad happens.

When attacking a large creation, players can handle the damage in two ways. **Size Damage** does damage to the creation as a whole, treating its Size inches as a type of hit points and allowing attackers to weaken the creation's overall abilities one inch at a time. **Component Damage** lets attackers focus on destroying individual systems or severing specific construction element

connections rather than doing generalized damage overall.

Size Damage

Targeting a creation for **Size Damage** doesn't take a lot of precision — the attacker just has to be able to target any part of its central structure ([7.1: Structure](#)). This will often grant a nice Action Bonus, since the attacking unit can take a target size bonus for however much of the structure is visible to it (+1 bonus per 2" target Size; see [5.1: Making Attacks](#)).

The attack damage must exceed the target's Armor to have any effect. If it does, the target creation takes one inch of Size Damage, represented by sticking a colored damage pip to a prominent spot on the creation or its baseplate.

Black or red 1x1 bricks are the usual choice for Damage pips, although other elements may be used for convenience or better visibility.

Effective Size

A structure's **Effective Size** is what remains when its inches of Size Damage have been subtracted from its actual, physical Size. When a structure's Effective Size is reduced to zero or less, it is destroyed.

When a creation takes Size Damage, its physical model remains the same, but the creation's **Effective Size** is reduced by each inch of Size Damage. The creation's Power ([8.1: Weapon Size](#)) and Momentum ([9.5: Collisions](#)) limits are decreased to match the new Effective Size, and if its Weight class and number of Armor  ([7.1: Structure](#)) are greater than its Effective Size inches, they're reduced to match as well. If the creation takes enough Size Damage to reduce its Effective Size to half its original Size or less, then the creation moves at Half Speed.

When a creation's Armor is decreased by Size Damage, the Armor of its Non-Structural Elements and moving parts are also weakened accordingly.

Any positive advantages that might result from a smaller Size, such as a decreased targeting bonus for attackers, are ignored. The creation's Size as a physical target hasn't decreased, only its ability levels.

If a creation's Effective Size is reduced to zero inches, then the creation is destroyed in the manner that seems most appropriate. Towers collapse, spaceships explode, whales go belly-up, zeppelins burst into flame, and pirate ships sink to the briny bottom. Creations of Size 1" (and Vermin of Size 0") are destroyed on the first inch of Size Damage.

Size Damage Example: Super Heavy Death Tank



The SHDT Vindicator pushes aside lesser tanks as if they were built out of construction toys.

Photo: Apollyon
From "Operation Blau"
Elements shown: LEGO

Example: The Brikopian military has received reports of a small bar serving Maniac Beer – a serious offense! The Super Heavy Death Tank "Vindicator" is sent to defend Brikopian liquor licensing regulations by destroying the bar and all its patrons.

The SHDT Vindicator is so large that it serves as a carrier vessel for lesser tanks, and is a unique boss unit with stats beyond the normal limits. Its Armor of 4 d10 lets it absorb a huge amount of Damage for each of its 12 inches of Size.

An opposing force would have to be made up of fools to try to take it down with general Size Damage rather than with more precisely targeted attacks, but – under the influence of Maniac Beer – the bar's patrons attempt exactly that.

Size 12" SHDT Vindicator						
Size Damage	Eff. Size	Armor	Wt. Class	Movement	Power	
None	12"	4 d10	4	10"	24"	
2"	10"				20"	
6"	6"				12"	
9"	3"		3		6"	
10"	2"				4"	
11"	1"		1		2"	
12"	0"		Destroyed			

The first few inches of Size Damage are enough to immediately start decreasing the Vindicator's Power capacity. At six inches of Size Damage, it's lost half of its Effective Size and is reduced to Half Speed. It takes nine inches of Size Damage before the SHDT's Effective Size is reduced below 4", causing decreases to its Weight class and Armor.

In theory, at twelve inches of Size Damage, the Vindicator's Effective Size is reduced to zero, and the tank is destroyed. The chances of a handful of drunken bar patrons accomplishing this are slim to none.

Component Damage



Never having been known for its sense of fair play, this Mega Bloks dragon aims for a particular weak spot while making a bite attack on its LEGO counterpart. Finer points of reptilian anatomy aside, it wouldn't be unreasonable for players to grant this attack a couple extra dice of damage or some especially crippling side effect.

Elements shown: LEGO, Mega Bloks

When attackers want to focus damage on a particular weak point, they can single out individual construction elements for **Component Damage**. This takes a little more accuracy than a Size Damage attack - many elements are small enough to incur Action Penalties for small target size (5.1: Making Attacks). The advantage is that Component Damage can be used to disable or

destroy specific devices and systems, which tend to be less heavily armored than the main structure.

If Component Damage exceeds the target component's Armor, then the component is chopped, smashed, or blasted off of the creation. The attacker removes either a single building component or a chunk of bricks up to 1" in Size. Where possible, players should try to make the damage appropriate to the attack type — piercing armor plating with an energy blade makes a more precise cut than pounding it with mortar fire.

Explosives are especially satisfying when used for Component Damage, as they can potentially destroy a large number of Components in their blast radius at once.

If a creation is made of a single very large component, such as a towering BrikThulhoid Furry Horror made out of a stuffed teddy bear, it's poor form to try and use Component Damage to destroy the whole thing in one hit. Players should stick to Size Damage or choose a specific feature to disable rather than destroying the whole element.

Applications

Using Component Damage, a tank's armor, a castle wall, and a dragon's ribcage can all be breached to expose the juicy innards to more effective follow-up attacks. Critical devices like steering wheels, helicopter blades, and kneecaps can be destroyed individually to disable a target.

By targeting narrow connection points (the tail section of a helicopter or the waist of a giant wasp), a successful Component Damage attack can divide one large creation into two or more smaller ones. The Size Ratings of the new smaller creations are reduced to reflect their new stature, but each then inherits the full Size Damage of the original creation, which may mean that one or both are instantly destroyed. Each section may use whichever weapons and devices remain attached to them, but only if they still have the necessary remaining Effective Size and controls to activate them ([Chapter 8: Weaponry](#)).

Size and Component Damage Example: The Catapult, Part One

Example: A medium-sized catapult (Armor 2 d10, Size 4") has taken two inches of Size Damage.

Adding insult to injury, the enemy has used Component Damage to break the connector struts and separate the rear section of the catapult completely. The remaining front section has a new Size of 3" and inherits the two inches of Size Damage, reducing it to an Effective Size of 1".

One inch is not enough Effective Size for the catapult to operate its 4" Launcher arm, or to keep its Armor of 2 d10. The separated front section is reduced to Armor 1 d10 and the Launcher is deactivated.

The separated rear section has a Size of only 1", and also inherits the two inches of Size Damage, reducing its effective Size to less than zero. It's destroyed completely.

More Something Bad

Something Bad for Creations	
Something Bad	Effect
Disarmed!	Target drops one held item
Dismembered!	Target loses one limb or device
Struck to the Ground!	Target is Disrupted
Stunned!	Target is Half-Minded (Incompetent) for one turn
System Offline!	Target is unresponsive and Out of Control for one turn
Cosmetic Damage!	Player busts a 1" chunk of bricks off of the target
Mortally Wounded!	Target suffers effect at the end of the turn as if the Damage Roll had been successful
Unexpected Twist!	Player comes up with something simple, immediate, and unfortunate

When a creation is struck by Size or Component Damage that exactly matches its Armor, the creation's player picks **Something Bad** of their choice to happen as a result. This is the same as for minifigs in the Core Rules ([5.1: Making Attacks](#)), but with a larger menu of Something Bads to choose from.

Something Bad happens less frequently in full creation combat than in fights between minifigs, since the wider range of Armor and Damage ratings make exact matches less likely.

If Something Bad results from Size Damage, it can potentially affect any part of the creation. If it's the result of Component Damage, its effects are limited to the targeted component. Component Damage that knocks the System Offline!, for example, only knocks that single component Offline! while leaving the rest of the creation functional.

Not all Something Bads make sense for all types of creations or all types of attacks. It's up to the players to determine whether a given Something Bad is appropriate to the situation at hand and creates a genuine inconvenience for the target. If players are trying to break apart an asteroid hurtling towards their capital city, for instance, a result of Stunned! or Out of Control! would have no meaningful effect, and Struck to the Ground! would work to the asteroid's advantage. The only appropriate Something Bads would be for the asteroid to be Mortally Wounded! or for the players to come up with a clever Unexpected Twist! (for instance, deflecting the trajectory slightly to hit the asteroid's mom instead).

Disarmed!

When a creation is **Disarmed!**, it drops a useful item or passenger it's holding or carrying, and the item or passenger is knocked away a number of inches equal to the Action Roll of the attack (if any).

● **Dismembered!**

When a creation is **Dismembered!**, it loses one useful limb or device. (Limbs and devices with no useful in-game function, like a non-prehensile tail or flightless wings, don't count.) The limb or device is separated cleanly from the creation and knocked away a number of inches equal to the Action Roll of the attack (if any).

Dismembered! limbs are severed as if they had been Amputated by a Medik, with the same negative effects ([10.2: The Medik](#)). A Dismembered! device is still functional, and can be used again if a Mechanik reattaches it to a creation with enough Power to operate it.

If an attacker is doing Component Damage rather than Size Damage, the targeted component can be Dismembered! right off of the creation it's attached to.

● **Struck to the Ground!**

When a creation is **Struck to the Ground!**, it immediately falls Disrupted wherever it stands ([4.1: Movement](#)). If the creation is large enough or falls from high enough, it may suffer a Collision or inflict Trample damage to whatever it falls on.

● **Stunned!**

When a Creature is **Stunned!**, it becomes Half-Minded (Incompetent) until the end of its next turn, with the accompanying opportunity for Stupidity ([10.1: Minds](#)).

● **System Offline!**

When a creation goes **System Offline!**, it is unresponsive and Out of Control until the end of its next turn ([9.1: Propulsion](#)). Whatever it was already doing, it continues doing, whether sitting idle, gunning ahead at full speed, or firing all lasers until the batteries run dry.

● **Cosmetic Damage!**

When a creation takes **Cosmetic Damage!**, its player busts off a chunk of bricks of Size 1" or greater. The effects on the creation are the same as if that chunk had been lost as Component Damage. Depending on which chunk the player selects, this might decrease the creation's overall Size, it might detach critical devices or functions, or it might have no significant effect at all.

● **Mortally Wounded!**

A creation that is **Mortally Wounded!** continues as normal until the end of the current player's turn, then suffers the delayed effects as if the Damage Roll had been high enough to exceed its Armor.

● **Unexpected Twist!**

Not every Something Bad has to be picked from this list. The creation's player can propose an **Unexpected Twist!** if it's entertaining and unfortunate enough to earn the other players' approval.

Special Damage

When the Damage from an attack is much higher or much lower than the target's Armor, players may decide to use special forms of Damage to account for the effects. **Special damage** takes a little more work than the usual kind and should be saved for appropriately special occasions.

Grinding

Given enough time, a woodcutter's axe can chop down a telephone pole, a battering ram can beat down reinforced gates, and a hammer and chisel can punch a leak in the hull of a submarine. When the Armor of a target is too great to ever be overcome in a single attack, **Grinding Damage** can be used to grind down the Armor of specific components over the course of several turns.

Grinding can only be used in Component attacks. Grinding is different from a regular attack, and a player must declare that they are Grinding before rolling for Damage. Rather than comparing the Damage total to the target component's Armor, the player instead compares the result on each individual Damage die to the component's Weight class. For each die that comes up greater than this number, the component receives one point of Grinding Damage (use Damage Pips to keep track of this as necessary). These points of Grinding Damage are permanent, and are subtracted from that component's Armor for all subsequent attacks.

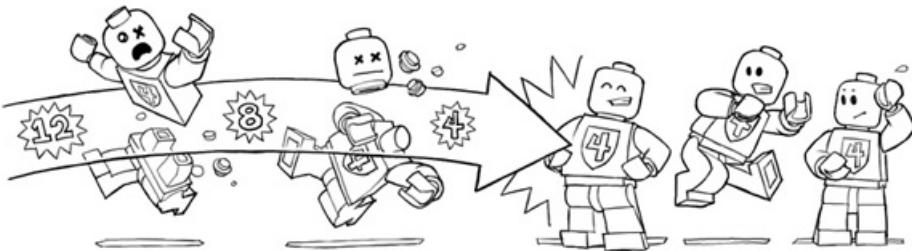
Overkill



Eric Joslin's giant slays a series of Greg's minifig troops with a single mighty swing of his flail.

Photo: Eric Joslin
From "NELUG Gets Medieval"
Winners: a flock of sheep
Elements shown: LEGO

Normally, points of damage in excess of a target's Armor rating are ignored. If an attack is so powerful that the leftover damage can be effective all over again, then that excess can be treated as **Overkill Damage**. Especially powerful attacks may cause enough Overkill Damage to inflict multiple inches of Size Damage on the same target, destroy several Components all at once, or even blow through multiple targets.



12 points of damage is enough to kill multiple minifigs if they all happen to be standing in the line of fire.

12 damage kills the first minifig. After overcoming his 4 Armor, 8 points of Overkill Damage remain.

8 damage kills the second minifig. After overcoming his 4 Armor, 4 points of Overkill Damage remain.

4 damage is enough to match the third minifig's Armor. Something Bad happens to him, but he and the other remaining minifigs survive.

When an attacker makes a successful attack and decides to go for Overkill, the player keeps track of the total damage inflicted and the defender's unsuccessful Armor Roll against it. After applying the appropriate damage destruction from the initial attack, they then subtract the result of the Armor Roll from the damage total to find out how much damage was left over. This leftover damage becomes Overkill Damage, continuing in the path of the original attack, doing additional inches of Size Damage or burning through additional Components.



Best of all, if the damage is enough to destroy the initial target or blast through its components, then the Overkill Damage may continue out the other side to strike whatever new targets fall along its path. The damage travels in a straight line determined by the direction of the attack and where it struck the target, and is limited by the range of the attack - a battleaxe is limited by the maximum reach of its swing, a laser blast by its maximum linear range, and a Charging bull by the maximum distance it's able to run in a straight line.

When the attacker wasn't specific about which part of a target he was aiming for, assume that the attack struck the closest, largest, and most generic part of the target – the center of a minifig's torso rather than the brainpan or groin, for example.

If the attack location was too-Koincidentally chosen so that the Overkill Damage would happen to hit a target or component the attacker couldn't have known was there, that's in pretty poor taste. It's one thing to fire at a vehicle cockpit and happen to hit the pilot; it's another to fire at the one spot on a blank wall that happens to have a security guard on the other side. In cases of obvious shenanigans, the defending player can declare by fiat which location on the target was struck by the attack, and then kick the attacking player in the shin.

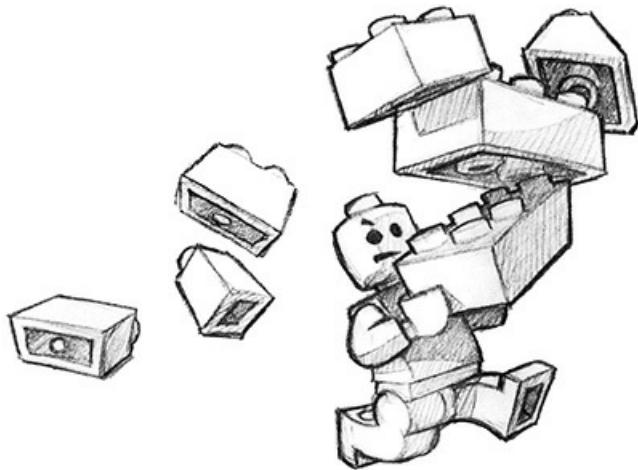
Successive units hit by Overkill Damage can attempt to Bail or Parry the attack as if they had been the original target.

7.3 Field Construction



Repair Boss Chives rocket-surfs to a derelict vessel on a repurposed engine pod. He's not one to let ongoing space combat get in the way of a salvage and repair operation.

*Drawing from "Space Repair Garage" by Ninja_bait
Painting by Mike Rayhawk*



The hardest part of assembling creations in the field is collecting the construction elements in the first place.

Minifigs aren't fans of Actions that fail to result in violence, but they try to be tolerant towards efforts to put stuff together. Otherwise, the reasoning goes, they'd run out of stuff to blow up, and stuff to blow it up with.

When a minifig is carrying a construction component and tries to connect it to something, he succeeds automatically. Minifigs have been bred for this specific task for generations and are very efficient at it. Attaching construction components together costs an Action, but with that single Action they can spend the turn attaching as many components as they can physically move into position.

Makeshift constructed objects (or constructed sections added to other objects) have an Armor rating of 1  by default.

Carrying Items

A minifig's ability to assemble structures is limited only by his ability to gather components together.

A minifig can pick up, carry, and drop a component (or group of components) up to the size of a 2x2 brick with one hand, at no cost to movement or Action. Using both hands, he can carry a load up to a 2x4 brick in size at Half Speed. He can push or drag a larger object or group of objects around at Half Speed, up to 2" in Size.

As a more general rule, a creation with the ability to carry things can pick up and carry a load half its own Size at full speed, and carry a load up to its own Size at Half Speed. It can push or pull objects around up to twice its own Size, at full speed if the object is on wheels or the equivalent, or at Half Speed otherwise. For objects that are too big to push, pull, or carry, creations can use teamwork to combine their effective strength.

If a Size 0" Vermin ([10.4: Monsters](#)) is able to carry objects, it can carry one minifig equipment item at no penalty, or two equipment items at Half Speed.

The Mechanik



(Download the Mechanik card)

Specialist Budgeting

In MOC Combat, minifig stat cards have an extra block at the bottom for campaign stats. These show the minifig's defining CAP (S.1: Minifig Specialists) and his value in Unit Inches (MC.4: Unit Inches).



Under **CAPITALISM**, a minifig's identity is determined solely by his possessions. In this case, a minifig becomes a Mechanik when he gets a Mechanik's Tool.



Using **Unit Inches**, a Mechanik is worth 1 Ü, the same as most types of minifigs, but with the caveat that he must carry a Mechanik's Tool in one hand. Taking up one of his hands acts as a tradeoff for the extra abilities granted by his Specialty.



In the hands of a skilled Mechanik, the common brik becomes a thing of wonder.

While any minifig can slap some rubble together and call it a day, there are a few briksbuilding savants who, thanks to natural genius and rigorous union apprenticeship, earn the right to wear a hard hat and carry around actual tools. These licensed **Mechaniks** have the ability to assemble masterworks of engineering on the fly, even in the middle of pitched battles.

Mechanikal Aptitude

Mechanikal Aptitude Specialty:

allows a Construction Action
within a **d8**" radius

A Mechanik has the advantage of **Mechanikal Aptitude**, which allows him to use Construction Actions to build, repair, modify, and disassemble creations without respect to logic or common sense. Whenever engaging in one of these activities, a Mechanik uses his Specialty **d8** rather than his usual Action **d6**.

Specialty Dice



The Mechanikal Aptitude Specialty is marked with a **d8**. This is an example of a Specialty die, a special-purpose die used to determine the effectiveness of a Specialty. Similar to an Action Die, the **d8** means that the Mechanik is an expert in this Specialty. Various effects might modify his Specialist die size upwards (e.g., aid from a competent assistant) or downwards (e.g., drinking on the job).

The Construction Action

When constructing elements into new creations or modifying existing ones, Mechaniks are free to attach a loose brick here or there during their own turn like any amateur. For the really big jobs, though, they need to declare a **Construction Action** and abide by union rules.

UNION RULE 1

Mechaniks don't collect their own bricks.

No matter how hardworking an individual Mechanik might be in private life, the professional standards dictated by the Mechaniks' Union require him to be as lazy as possible on the job, in order to protect the hard-won rights of his union brothers. This means that Mechaniks avoid collecting their own bricks whenever possible.



In the aftermath of battle, the Menders of Construction sweep in with workers and collection drones to gather all the debris to use as raw materials in their holy mission to build new battlefields to destroy.

*Photo: MadMario
From "The Menders of Construction"
Elements shown: LEGO*

Instead, when a Mechanik declares a Construction Action, he rolls his Specialty ♦ to determine the inches in his **Construction Radius**. Within that radius from wherever he's standing, he can use all loose chunks of construction components small enough to carry as if he had taken the trouble to collect them himself. Objects too large to carry can be included in Construction as well, but can't be moved – the Mechanik must build onto them where they are.

Mechaniks can treat any structures and vehicles that have been destroyed by Size Damage (that is, their Effective Size has been reduced to zero) as if they were already completely broken apart into components, even if the physical models are still otherwise intact.

Two Mechaniks working together can combine their Construction Radius rolls, but it doesn't give them any more time to Construct stuff.

While Constructing, the player is allowed to take this collection of elements off to one side of the battlefield in order to work with them more easily, but they are all considered to still be on the field, and are still subject to attacks at their field location by marauding opponents.

If any bystanders get too curious about how a Mechanik is able to use bricks without gathering them first, they find themselves having a chat soon afterwards with some of the local union boys, and they learn to not be so curious in the future.

UNION RULE 2

Mechaniks don't work on their own turns.



Two disguised United Systems Alliance Mechaniks bluff their way into an enemy maintenance shaft by pretending to have doctorates in Plumbing Studies.

*Photo: Silent-Sigfig
From "The Jackpot"
Elements shown: LEGO*

Union rules dictate that Mechaniks are always on break during their own turn. The Mechanik stops doing anything the moment he declares a Construction Action, and he goes right on doing nothing until the end of the turn. It's only afterwards, when his supervisors aren't looking, that he really gets down to business.

All Construction Actions take place during the Mechanik's opponents' turns. This has two advantages: first, it gives the Mechanik's player something to do while waiting for their opponents to move, and second, it encourages opponents to hurry up, since the longer they take, the more work the Mechanik can get done.

The Mechanik's player must take care to never let a Construction Action stall the game. If they're called on to make a roll, if the Mechanik or his Construction are attacked, or if the opponent's turn ends, the player must *immediately* pause working on the Construction, regardless of the state it's in. The player can return to working on it once the interruption is resolved, if the Mechanik is still alive and in a position to do so.

Field Constructions

Mechaniks are best known for their ability to create machinery and fortifications from rubble, either as new creations (a new assault helicopter, a new castle tower) or as objects to add to existing creations (a new giant robot fist for the copter, a new weaponized assault garderobe for the tower). These are limited only by how fast the player can build, and by the parts available within the Mechanik's range.

A Mechanik's **field constructions** have the following stats, whether finished or in progress:

Field Constructions	
	As measured in inches
	1
	+2" Move per Propulsion element
	by Weapon Size and type

Size

see 7.1: Structure

The **Size** of a field construction is measured the same as for any other creation - decide which parts are the core structure, and measure its largest dimension. The number of inches in this measurement is the construction's Size.

Armor

see 7.1: Structure



New field constructions have **Armor** 1 .

Move

see Chapter 9: Vehicles



By adding appropriate propulsion elements, a Mechanik can turn his field construction into a vehicle. On a ground vehicle, these might be wheels, legs, or treads. A flier might have jet engines, propellers, or rockets. On a seafaring craft, these might be sails, sternwheels, or manned oars.

If the new elements are used to replace previous propulsion elements, they restore whatever functionality was lost when the previous elements were damaged or destroyed. Otherwise, each new propulsion element adds two inches to the vehicle's Move rating, limited to fifteen inches for Flight and ten inches all other forms of Propulsion (9.1: Propulsion). The new elements must logically help push the vehicle forward - wheels don't add Move if they're not touching the ground, oars don't help if they can't

reach the water, and fixed wings don't help to propel an aircraft the way flapping ones do. If any part of a field-constructed vehicle is dragging on the ground, it moves at Half Speed.

Weapons

see [Chapter 8: Weaponry](#)

 Field-constructed weapons work the same way as regular weapons. Players determine the basic type of weapon under construction and measure its Weapon Size, and these two factors determine its stats and abilities. The new weapon is subject to all the same limitations as a pre-built one, especially concerning Power limitations for how many weapons a creation is able to use at the same time.

The difficulty with field-constructed weapons is in determining what counts as a properly-constructed weapon and what doesn't, since this is entirely up to the building standards of the players. In some groups, a single 1x10 brick makes a very acceptable Size 3 laser cannon, by sole virtue of being mounted on the front of a death buggy; in less flexible groups it might be laughed right off the table. Here are some factors to consider when a Field-Constructed weapon is proposed:

• Appropriate Parts

Is the new weapon built out of the blown-up pieces of a similar weapon that got destroyed earlier? If so, then it's almost certainly acceptable. Mechaniks have a much easier time building devices out of parts that were actually intended for the purpose.

• Context Consistency

Does the weapon look roughly as convincing as other weapons on the table, or does it look embarrassing by comparison? If the other players are fielding intricately customized models that they've slaved over for hours, they might be more judgmental than if they slapped a bunch of rainbow crates together five minutes before the game. If the Mechanik's player can point at any enemies who are fielding weapons of similar quality or worse, then they're immune to criticism.

• Player Hardassness

How much of a hardass do the players want to be? Has the Mechanik's player been a pain in the ass over the nitpicking details of every Heroic Feat and What I Say Goes Roll, or have they been willing to let things slide? Either way, now's the time for other players to show their appreciation.

If players can't quickly agree on whether a given Field-Constructed weapon or device is acceptable enough to allow, put it to a What I Say Goes Roll and move on.

Patch Repairs

When a creation takes Component Damage and a couple of chunks are blasted off, it's a simple matter for a Mechanik to gather them up and slap them back into place. Like any field construction, the repaired components are built with 1  Armor, but otherwise behave exactly as they did before.

If a Mechanik wants to repair inches of Size Damage, he takes a Construction Action to do **Patch** repairs. He does this by building one or more structural Patches on the creation's surface out of loose bricks.

Patch repairs are a separate Construction Action from field construction, and a Mechanik can't do both in the same turn.

In order to repair one inch of Size Damage, the Size of the Patch must be at least one inch larger than the creation's remaining Effective Size. When an inch of Size Damage is repaired, the creation regains the abilities it lost when it lost that point of damage, including Power, Armor, movement, and maximum Momentum.

A Patch must be one continuous construction attached to the surface of the creation for the entire length of the Patch. Sections of a Patch not directly attached to the surface have no effect. Patches can never be longer than the creations they're built on. Each inch repaired requires a separate Patch.

A Patch doesn't have to be completed all at once; a Mechanik can work on a single Patch over a series of turns if he's interrupted by a lack of time or parts. Once a Patch is complete, it becomes part of the structure of its creation. Blowing it off with Component Damage later won't reverse its effects, and other Patches can be built on top of it.

Patch Repair Example: The Catapult, Part Two

Example: A friendly Mechanik arrives on the scene of the wrecked catapult from the Size and Component Damage example in 7.2: Taking Damage.

He declares a Construction Action for Patch repairs on the catapult's remaining front section. His Construction Radius Roll is high enough to give him access to all the pieces of the destroyed rear section, so he has plenty of parts to work with.

He starts by building a 2" Patch on the surface of the catapult. This is enough to repair the first inch of Size Damage, raising the Effective Size to 2" out of its 3" of actual Size. The catapult now has enough Power to activate its Launcher, and it's returned to its original 2  Armor.

Since the Mechanik has parts and time left over, he decides to build a 3" Patch, on top of the 2" Patch. This raises the front section's Effective Size back to its actual Size of 3".

The catapult remains at 2  Armor, even though the new Patch would be large enough to raise it to 3 . Patches can't raise a creation's Armor higher than its starting level.

Disassembly



Living creatures tend to fight back or run off when you try to Disassemble them, making it hard to get any work done.

Lt. Krus avoids this difficulty by making sure his prisoners are properly restrained before harvesting their skeletons for throne-building.

*Photo: Lt. Krus
from "Project Awesome"
Elements shown: LEGO*

With the proper tools in hand, the Mechanik is a dangerous weapon - steel-plated armor designed to shrug off heavy mortar fire can find itself helpless against a Mechanik with a screwdriver and the will to use it.

Rather than building or repairing a creation, Mechaniks can use a Construction Action to **Disassemble** it in an orderly fashion. To do so, he needs to be touching the creation with tool in hand at the end of his own turn. If he's still alive and touching the creation at the beginning of his following turn, then he's had the time to perform a successful Disassembly.

At the beginning of this turn, the Mechanik rolls his Specialty ♦8 and subtracts the creation's Weight class. The remaining number is the number of elements the Mechanik can separate from the creation. He can only remove elements (or groups of elements) that are directly accessible and not held in place by other pieces - that is to say, he has to be able to remove them without having to move any other parts of the creation. The effects on the creation are the same as if those pieces had been destroyed by Component Damage.

Disrupting Disassembly

While a Mechanik can use Disassembly on friendly or neutral creations in order to create a supply of spare parts, he's much more dangerous if he gets access to Disassemble opponents' creations instead. To help prevent this, enemies have several ways to disrupt his efforts.

If a Mechanik becomes engaged in Close Combat before completing his attempt, or is otherwise removed from the creation he's working on, Disassembly fails automatically. If he's hit by ranged weapons fire or takes any other kind of Damage, he takes a -1 penalty to his Specialty Roll for every point of Damage. The most effective means of disrupting a Mechanik, of course, is to kill him, and his opponents will generally consider this to be the best option.

Yellow Castle 375

In the 1,978th Rekonstruktion, the ancient Royal empire perfected the art of hinged castles with the construction of their royal fortress, Yellow Castle 375. While the fates and possible yellowness of the previous 374 castles have been lost to history, Yellow Castle 375 remained the unchallenged pinnacle of castlebuilding for generations to come, until its fade into obscurity and final mysterious disappearance in the 1,983rd Rekonstruktion a few BrikVerses later.

Under the rule of the Yellow King, four noble bloodlines joined together to form the Sticker Knights: the Order of the Crowns, the Order of the Rays, the Order of the Clover, and the Order of the Hazard Stripes. Tasked with enforcing yellowness throughout the kingdom, their Krusades of implacable ethnic cleansing left no survivors. If there were peach-colored minifigs in the BrikVerse then, as there are today, no evidence now remains.

The Yellow Kingdom's history of uninterrupted racist terrorism took a heavy blow after the rise of Furbuland in the 1,979th Rekonstruktion. Upon discovering the furfigs, the intolerant Yellow King became sickened by a nausea from which he would never recover, and the kingdom fell into decline. The Sticker Knights fought obstinately to eradicate the furfigs, and many quested for the Skully Grail that could cure the King's malaise with its miraculous death powers. But in the end, their efforts were for naught. Furbuland continued to thrive for many Reconstruktions after the Yellow Kingdom's fade into obscurity, despite violent fursecution from minifig civilizations holding them to blame for the loss of the Yellow King.

In ages since, rumors and sightings of Yellow Castle in far-flung and mist-shrouded frontiers have been reported from pirates, fugitives, and remote explorers; none have been substantiated. It is believed that Yellow Castle will one day return in strength to restore the true King and heir to the Yellow Crown. Until then, the noble bloodlines descended from the Royal source are fractured and vie for supremacy and the suppression of anyone they view as members of the peasant classes.

(BrikWiki entry: [Yellow Castle](#))

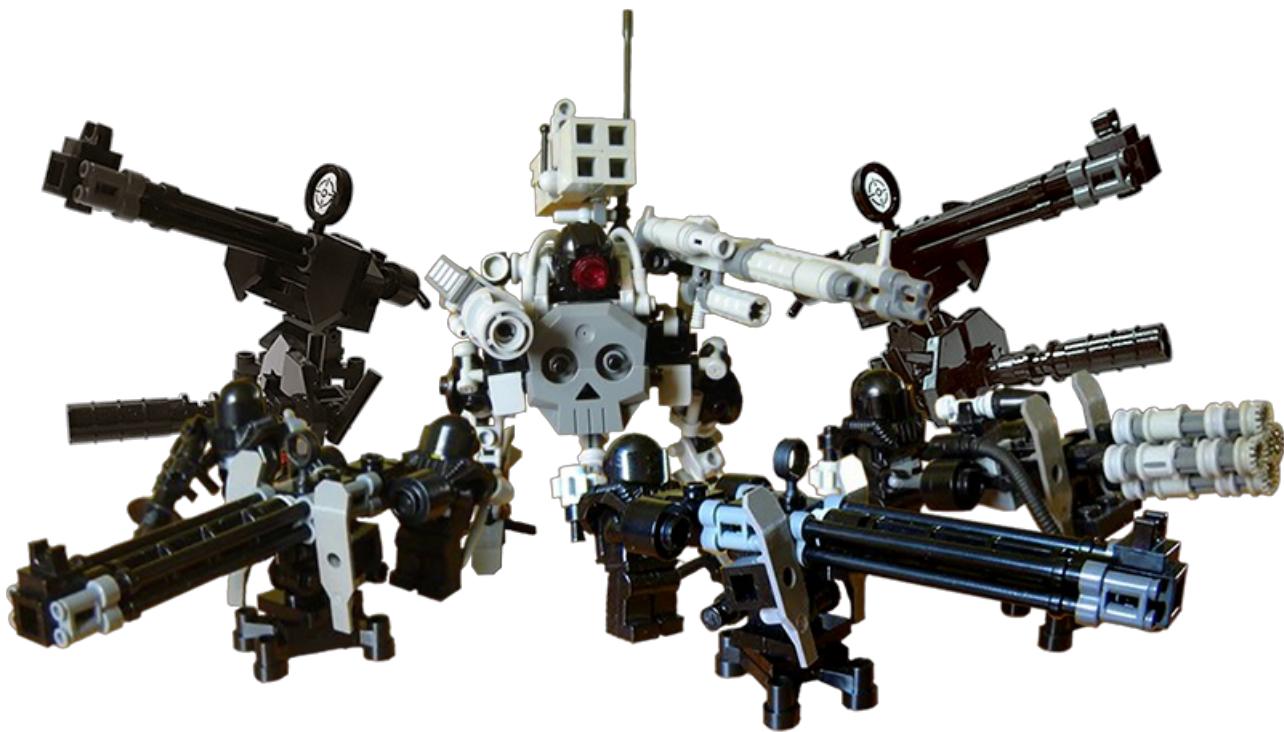
Chapter 8: Weaponry

- 8.1 Weapon Size
- 8.2 Basic Weapons
- 8.3 Automatic Weapons
- 8.4 Heavy Explosives
- 8.5 Manning Guns

CHAPTER EIGHT**Weaponry**

Tyronian Uber-Heavies are known for carrying weapons that regular minifigs can't even lift, much less fire.

Photo: Lt. Krus
From "Tyronian Army Reform"
Elements shown: LEGO



Even without weapons platforms to mount them on, the Immortals' Terrorkhan units arrive with a complement of siege-level weapons to set up offensive field emplacements.

Photos: Jim "Warhead" Lang and Kenny "Kommander Ken" Bush
from "Immortal Empire Forces: Units, Vehicles, 'n Weapons"
and "Immortal Empire"
Elements shown: LEGO

BrikPacifists may want to waste time talking about the beauty of Gothic cathedrals or the protective strength of castle walls, but true BrikWarriors are immune to these distractions. The reason to build really large creations is because they need places to put the really big guns.

8.1 Weapon Size

The Right Tool For The Job

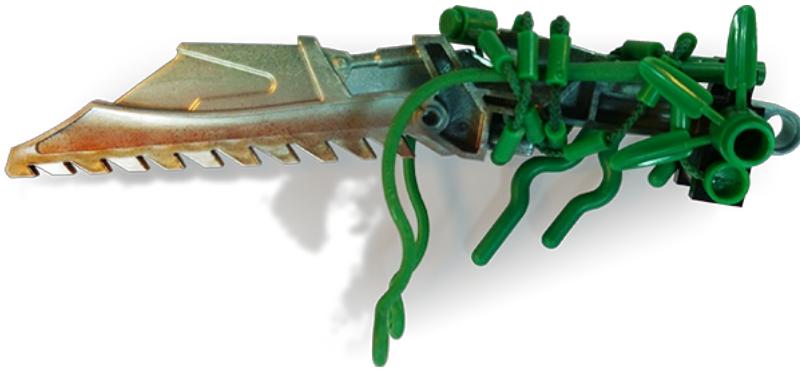
Because Weapon Size increases a weapon's Use rating along with its damage output, the highest-damage weapons are most effective against the largest targets. Small targets like minifigs are hard to hit with high-Use weapons.

High-accuracy small arms, by contrast, are most effective when used against minifig targets, since their damage isn't high enough to pose a real threat to larger creations.

As with structures and everything else of real importance, Weapons are classified according to their Size in inches (7.1: Structure). At a **Weapon Size** (**wsize**) of one inch or less, a weapon is equivalent to what you might find in the hands of a minifig. As the Size increases, so do a weapon's stats – every statistic is listed relative to the number of inches of Weapon Size (or, for an Explosive, the number of construction components in its Explosive Size).

Weapons and Devices				
Item	Use	Range	Damage or Effect	Notes
A weapon's stats are based on its w Weapon Size, measured in inches.				
Close Combat Weapons				
Melee Weapon	w +1	CC	w × d8	
Melee Shield	w ×2		w × Deflection on Parry	Parry or Shove only can provide cover
Ranged Weapons				
Gun	w +2	w ×4"+2"	w × d8	
MachineGun		w ×3"+2"		may require reload
BlastGun	w +1	w ×2"+2"	(w × d8) - (distance)	1 Firing Arc no Auto Penalty
FlameThrower			w × d4 Fire	minimum 1 Firing Arc
Explosive Weapons				
An Explosive's stats are based on its x Explosive Size, measured in construction components.				
Explosive	*		x × d10 Exp	* ranged stats of Launcher or Cannon, if any
Rocket	x ×2	x ×6"		
Cannon	w +3	w ×4"	(determined by Ammo)	each shot requires reload max Ammo x of w
Launcher	w ×2	w ×6"	(determined by Payload)	max Payload x of w max Payload x of w

Weapon Size Example: The Ripper Blade



Elements shown: LEGO

Example: Cobbling together war machines to defend their swamp and kin, Bayounix take standard weapons and (BAM!) kick them up a notch. Thanks to a discarded hacksaw and a wildly incorrect glasses prescription, a Bayounik man is inspired to forge a vicious Ripper Blade.

After selecting and measuring the appropriate Bayounikal element for the blade, the Human player may choose to make it anywhere from a Weapon Size 3" to a Weapon Size 5" Melee Weapon, according to how they fudge the measurement.



Splitting the difference, the player arbitrarily picks a Weapon Size of 4". Where a standard Hand Weapon has stats of Use:2 Damage:1 $d6$, the Size 4" Melee Weapon now has stats four times more Ossum. It has a Use rating of 5 (w Weapon Size +1) and does 4 $d6$ Damage (w Weapon Size \times $d6$ Action dice).

Explosive Size

Explosives are measured on a smaller grain than other types of weapons. **Explosive Size** (xsize) is measured by the number of bricks (or roughly brick-sized elements) used to construct an individual Explosive, rather than by inches. This exception is made so that Explosives can be small enough to throw as hand grenades, or to load into Launchers or Cannons of matching Weapon Size.

If an Explosive is launched from a creation directly (for instance as a dropped bomb or a fired missile), the points of Explosive Size count against the creation's Power limit as if they were inches of Weapon Size. If the Explosive is launched from a Launcher or Cannon, the Weapon Size of the Launcher or Cannon is counted against the creation's Power limit instead.

KnockBack

All targets affected by an Explosion receive an inch of KnockBack for every die of Explosion Damage they receive.

Non-Explosive weapons can also cause KnockBack if they strike targets smaller than themselves. A target is Knocked Back one inch for every inch of difference between the Weapon Size and the target's Effective Size, with the usual potential for being Disrupted as a result.

Bastard Weapons



It's a coin toss whether he'll hit you with the ShotGun or the chainblade first. General William Two-Face Tecumseh Sherman likes things up close and personal - face to face to face.

Photo: Silent-Sigfig
From "Operation: HEAVY METAL"
Elements shown: LEGO

For minifigs, Weapon Size 1" is treated as a Short (S) weapon, while Weapon Size 2" is treated as a Long (L) weapon. Medium (M) weapons fall somewhere in-between. These hand-and-a-half **Bastard** weapons give minifigs some needed tactical variety in the Core Rules, and the new gun types introduced in this chapter also have minifig Bastard versions.

Minifig Bastard Guns				
Weapon	Use	Range	Damage	Notes
Long-Ranged Weapon (M) Bastard Gun	3	10"	+1	
AutoGun (M) Bastard MachineGun		8"		may require reload
ShotGun (M) Bastard BlastGun		6"	+1 - (distance)	1 Firing Arc, no Auto Penalty 1" KnockBack to minifigs or smaller (no Disruption)
FlameGun (M) Bastard FlameThrower	2	5"	+1 Fire	minimum 1 Firing Arc
Bazooka (M) Bastard Cannon	4	6"	(determined by Ammo)	max Ammo XSize of 1 each shot requires reload
RailGun (M) Bastard Launcher		8"	(determined by Payload)	max Payload Size of 1" max Payload XSize of 2

All Bastard Guns are two-handed for minifigs.

Hand-Held Weapons

A weapon carried in a creation's hands (or equivalent grabbers) has the same weapon stats as one mounted directly to the creation itself. A combat mech's two-inch antimatter hatchet, four-inch chainsaw, and three-inch wolverine launcher have the same Use, Range, and Damage ratings whether they're hard-welded to shoulder and elbow mounts or if the mech is using them in a juggling act.

While the stats stay the same, a large creation's hand-held weapons are subject to the same kinds of one- and two-hand limitations as a minifig's ([Chapter Three: Minifig Weapons](#)). A weapon up to the creation's Size is Short (S) for that creation. A weapon up to one-and-a-half times the creation's Size is a Bastard weapon (M), and up to twice the creation's Size is Long (L).



The sun-worshipping Chosen of Solek dominate the jungle thanks in part to their giant lizardman.
For a beastman of his massive Size, his giant axes are treated as a pair of Hand Weapons.

Photo: Zahril II
From "Encyclopedia Medivo, Volume 3"
Elements shown: LEGO

Large Hand-Held Weapon Equivalents			
Weapon Category	Short (S) 1 x Creation Size"	Bastard (M) 1.5 x Creation Size"	Long (L) 2 x Creation Size"
Close Combat Weapon	 use like a Hand Weapon	/ use like a Heavy Weapon may be paired with Melee Shield	 use like a Two-Handed Weapon cannot throw weapon
Ranged Weapon	/ use like a Short-Ranged Weapon	 use like a Long-Ranged Weapon	Not Allowed

Large Hand-Held Weapons Example: The Archohellenic Automaton



Photo: Dienekes22
From "Dienekes Medivo Factions"
Elements shown: LEGO

Example: The Automatons are Haephaestus' gift to the Archohellenium to aid them in their many wars. Twice the height of a minifig soldier, these giant war machines are armed with giant spears, swords, and shields to match.

The Automaton is a mechanikal creature with Size 2". Its sword and shield are a 3" Melee Weapon and Melee Shield. The 3" Weapon Sizes are one and a half times the Automaton's 2" creation Size, making them each Bastard sized (M). The Automaton wields them as a Heavy Weapon and Heavy Shield with Weapon Size 3" stats.



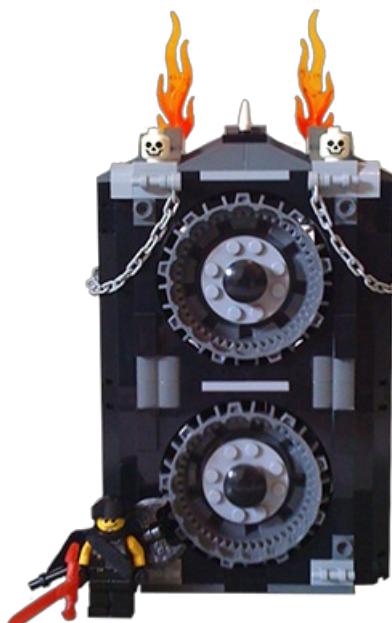
Giant Sword



Giant Shield

If a larger 3" creature picked up the Automaton's sword and shield, the weapons would keep the same stats, but would be wielded as a Hand Weapon and Light Shield thanks to their new bearer's larger Size.

Power Limits



As a reward for BFenix's hard-fought victory over a Hellion Juggerbunny, the Keepers of Hellius sealed the Juggerbunny's soul within a powerful speaker amp. A single power chord from the Thermion PA has the power to crack the ground and shatter the skulls of anyone foolish or hardcore enough to be standing in its Blast Arc.

Photo: BFenix
From "Metal Warriors - Thermion PA"
Elements shown: LEGO

Power Enhancements	
Base	Enhancements
	▶ 3x ▶ 4x
	▶ - ⚡ Half Power



The weapons and devices a creation can operate during a turn are limited by Weapon Size. A basic creation has **Power** inches equal to twice its Effective Size. The creation can be loaded with as many extra weapons as its player is willing to build, but on any single turn it can only activate and use as many Weapon Size inches' worth of weapons and devices as its available Power inches.

Size zero creations have zero Power. It's not enough Power to use standard Weapons, but they sometimes have special attacks.

Each Size Enhancement to Power adds the creation's Effective Size again, raising its Power inches from the default two times to three times and then the maximum of four times its Effective Size.

A Power Impairment reduces a creation to **Half Power**. The creation's Power Inches can't exceed its Effective Size, and it can't Divert All Power to get more. A creation must be at least Size 1" to take a Power Impairment.

By default, Size Enhancements for Flight are paired with a Half Power Impairment. Flying creations have Power inches limited to their own Effective Size (although in some cases they may return to the regular Power level of twice their Effective Size while on the ground).

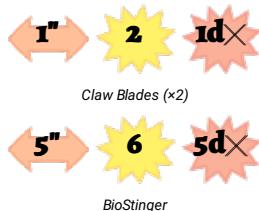
For minifig Specialties, a Power Impairment often takes the form of a Tool requirement. Forcing a minifig to use a Tool uses up one of his two Hands, effectively reducing him to Half Power.

Power Limit Example: Scorpiosaurus Rex



Elements shown: LEGO

Example: With ratings slipping against sleeker, sexier velociraptor upstarts, Scorpiosaurus Rex is trying to regain popularity with a bionik makeover. He adds decorative steel plating to his one-inch Claw Blades, and upgrades his scorpion tail to a five-inch BioStinger.



The Scorpiosaurus Rex is a Size 3" creature, giving him the Power to activate 6" of weapons in a turn. He can either attack with the 5" stinger and one 1" claw ($5"+1"=6"$), or with his two 1" claws ($1"+1"=2"$) in a turn. He can't normally attack with all three in the same turn, because their sizes added together ($5"+1"+1"=7"$) is greater than his Power limit of 6".

If Scorpiosaurus Rex takes an inch of Size Damage, his Effective Size will be reduced to 2", bringing his Power limit to only 4" per turn. Because the stinger is larger than this limit by itself, he no longer has the strength to use it (unless he Diverts All Power), and is limited to using his two claws only on any normal turn.

Gathering Power



The MAOX's experimental siege mech "Nimrod" suffered from unresolvable balance issues, thanks to its epic Size 7" über-minigun.

Photo: BFenix
From "MAOX 'Nimrod' HWM"
Elements shown: LEGO

A single weapon can be **too big** for its creation to activate at all, either because the creation's Effective Size has been reduced by Size Damage (7.2: *Taking Damage*) or because the player who originally built the weapon was too busy being awesome to care about Power limits.

The first option for firing a weapon that's too big is to **Divert All Power**. As a full-turn Action (4.2: *Action*), a creation can "save up" its Power over multiple turns. The creation can't move, activate any weapons or devices, or take any other Action on a turn on which it's Diverting All Power (other than as part of its powering-up sequence - it would be completely appropriate for a Freud-Class Siege Tank to plant hydraulic support stabilizers and elevate the extending cannon into artillery mode, for example). On the following turn, the creation may immediately add the extra Power it saved from the previous turn (or turns) to its regular Power supply in order to meet the Power requirement of a single weapon or device activation. Afterwards, the creation returns to its regular Power limit.

The second means of employing a too big weapon is to bring a team of friends to help out. This is most often seen when a group of minifigs use **teamwork** to manually operate a weapon too big for any of them individually, like swinging a battering ram, throwing a boulder, or winding the crank on a catapult.

Nobody actually keeps track of minifigs winding up catapults. But if they did, it would take one minifig per two inches of Weapon Size.

Creations using teamwork add their Effective Sizes together for the purpose of satisfying a weapon's Power requirement. If an Action Roll or throwing Range is required, the unit with the smallest Action Die makes the roll, and the lowest-Ranged unit determines the Range.

Depending on the type of Power source required, vehicles or magic-powered constructs can sometimes also use teamwork to help power a weapon - but unless they're specially designed for it, this may require a What I Say Goes roll and some jury-rigging from a clever Mechanik with a set of jumper cables.

For weapons that are so too big that neither technique is enough by itself, units can **Divert All Power** and use teamwork at the same time. In either case, the participating creations should be able to provide the appropriate type of Power. A medieval knight can't use muscle strength to help power a lightning cannon, any more than hooking that knight up to a car battery would help him swing a bigger sword (although the latter example is really worth testing just to be sure).

8.2 Basic Weapons

Close Combat Weapons

Melee Weapon: Use: +1 Range:CC Damage: x

Melee Shield: Use: x2 Range:CC Effect: x Deflection on Parry; 2" KnockBack on Shove

(see 5.2: Close Combat)



Representing the height of weeb technology, the Oni is the heaviest armored suit in the Nipponian arsenal. The suit packs dual flamers, the MechSlayer cannon, and a heatbeam eye, but its greatest weapon is the giant OT-powered Warsword.

*Photo: Zahrul
From "Nipponian Battle Armor"
Elements shown: LEGO*



Though the Jotunn have fallen, a new hope rises. The Last Son of Krypto demonstrates that Heroic Weapons can be scaled up to larger sizes too.

*Photo: Zahrul
From "CCBS and Bonk! MOCs General"
Elements shown: LEGO*

The functions of Close Combat weapons are easy to scale upwards with Size. Giant swords and the like are just like their minifig versions with larger numbers attached.

A creation with a Close Combat weapon uses it to whack at targets the same way a minifig does. However, creations are not always able to participate as fully in the back-and-forth attacks of formal Close Combat. There are specific conditions under which a creation's Close Combat abilities are limited.

- **Mindless:** Independent creatures, creatures operated by Riders, and vehicles operated by Pilots are able to Parry and Counterattack if appropriate. Creatures and vehicles operated by anyone else don't have the necessary reflexes.
- **Too Large:** A large combatant has difficulty reacting to opponents half its Size or smaller. It can't Parry Close Combat maneuvers from its smaller foes, and its Shoves and Grabs against them aren't Automatic Hits. Shoves and Grabs against small targets have a Use rating equal to the size of the creation doing the Shoving or Grabbing.
- **Too Small:** Combatants can only Shove targets their own Size or smaller. In order to Shove targets larger than themselves, they have to use teamwork, adding their Sizes together in a combined Shove.
- Shoves from larger creations are Parried with a -2 Action Penalty for every inch of Size difference.
- **Unmoving:** Creations without some kind of obvious leaping ability can't use an Angry Inch when maneuvering in Close Combat.

Parrying

The Use ratings of **Melee Weapons** go up slowly as their Weapon Size increases. **Melee Shields** become unwieldy much more quickly, but the benefits can be great. A successful Parry with a Melee Shield adds layers of Deflection equal to the Shield's Weapon Size, potentially negating multiple dice of Damage all at once and rendering many attacks meaningless.

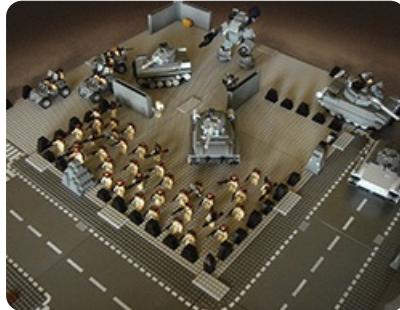
When Parrying a large weapon, the Parrying minifig or unit can benefit from the standard Action Bonus for a large target Size, receiving +1 for every 2" in the Size of the weapon or object being Parried ([5.1: Making Attacks](#)).

As with minifig weapons, a creations' hand-held weapons can be knocked away on a critically failed Parry or when Something Bad happens. The Parrying weapon or object is knocked out of the defender's hands and directly away from the attacker for a number of inches equal to the attacker's Action Roll.

Ranged Weapons

Gun: Use: $(W+2)$ Range: $((W \times 4) + 2")$ Damage: $(W \times d6)$

(see 5.3: Ranged Combat)



RoC77's 45th Union knows how to deploy their firepower where it'll do the most good. Jeep-mounted gunners are positioned to outmaneuver and strike at lightly-armored Vol forces, while the tanks take the opposite flank to face the heavier vehicles and emplacements of the Assyrian Star Empire.

Photo: Natalya
From "The Peach Massacre of G.R. 2,010"
Elements shown: LEGO

To make a Ranged attack, a creation must be able to point its weapon at its target. Both the firing angle and the weapon Range are measured from the end of the weapon barrel.

Players can mount a creation's weapons onto any type of turret, hinge, or arm to cover a wider firing arc. This has no extra cost, but remember that hinges, joints, and other moving attachment points are weak points Armored at one lower than the rest of the creation (7.1: Structure).

8.3 Automatic Weapons

Automatic weapons are a special kind of Ranged Weapon that can be fired in a **Firing Arc**, spraying a whole area with projectiles, or in a **Burst**, spraying a whole area's worth of projectiles at a single target. Larger Firing Arcs and Bursts have the potential to do much more damage, but quickly become much less accurate due to a cumulative Action Penalty known as the **Auto Penalty**.

Firing Arcs



Players may try to fudge an angle by not holding their palm flat and parallel to the table surface.
If this happens, smash their hand with a hammer or large rock until it's flattened to the proper orientation.

Elements shown: digits

Automatic Weapons and Multiple Attacks

In the Core Rules, a unit is allowed to attack a target with multiple weapons at the same time, as long as the weapons it's using have the same attack type - either Ranged or Close Combat. Automatic Weapons add a third Arc Fire attack type.

When an Arc Fire weapon is swept over an area, as with a firehose or machinegun suppressive fire, it can be combined with other sweeping Arc Fire attacks targeting the same Firing Arc.

Rather than mess around with clunky protractors and drafting tools, BrikWars measures angles the old-fashioned way: using a Humans' fingers. To measure angles of **Firing Arc**, a player holds their hand out with palm flat to the table and fingers outstretched, with knuckles placed roughly over the attacking end of the weapon being fired. As long as the fingers are evenly spaced, players can measure Arc between whichever set of fingers they find most convenient.

Each space between fingers is one point of Arc.

There will be some variation between the fingers of different Humans. As with everything else in BrikWars, the players who are most flexible will have the advantage.

Arc Fire

When weapon fire sweeps over an area because of either continuous fire (in the case of MachineGuns and FlameThrowers) or blast spread (in the case of BlastGuns), it's handled as an **arc fire** attack.

Every target within the attacker's Firing Arc receives a single attack from the weapon, and Missed Shots are ignored. Larger targets suffer an extra attack for each point of the Firing Arc they span completely.

Because damage from arc fire comes from filling an area with a field of projectiles, modifiers for cover and target size not only affect the Action Roll for the attack, but also the damage inflicted to each target. Large and small targets within the cone of fire catch larger or smaller portions of the damage flying through the air. (For the purpose of determining the bonus for a large target, only consider the portion of the target within the Firing Arc.)

MachineGuns and FlameThrowers firing in an arc take an Attack Penalty known as an **Auto Penalty**. As the damage is spread over a larger Firing Arc, there is less chance that any individual shot will hit its target. For each point of Firing Arc in the attack, the attacker receives a cumulative -1 Action penalty.

BlastGuns have a fixed Firing Arc of 1 and take no Auto Penalty from their Firing Arc.

Unlike other Ranged attacks, Missed Shots in arc fire are not tracked ([5.3: Ranged Combat](#)). Action Rolls for Arc Fire aren't tracking individual shots, but rather whether or not any out of the whole group of shots happened to be fired in that specific direction, and so a Missed Shot in an Arc Fire attack means there was no projectile there in the first place.

BlastGuns

BlastGun: Use: $\langle w \rangle +1$ Range: $(\langle w \rangle \times 2) + 2"$ Damage: $\langle w \rangle \times \langle d8 \rangle$ -distance Notes: 1 Firing Arc; no Auto Penalty



This swordsman uses spicy hummus and irritable bowel syndrome to create an impromptu Blast attack.

Photo: Tzan
From "Tribal Undead"
Elements shown: LEGO

BlastGuns are the simplest of the automatic weapons, and are only automatic in the sense that they fire a large number of shots in a single blast. Buckshot, grapeshot, and flechette rounds are the most common examples, but blast effects can also be seen in weapons like sonic cannons, chaff launchers, and exploding alien seed pods.

A BlastGun fires with a fixed Firing Arc of 1, and though its blast is powerful at short range, the shots disperse and do less damage to targets further away. For every full inch between the target and the end of the BlastGun barrel, the Damage to that target is reduced by one, to the point that more distant victims might not take any Damage at all.

BlastGun Example: Shotgun Wedding



Example: Old Man Grundy has had enough of Wooyang constantly impregnating his daughters! He's tracked down the notorious rake and hauled him in for an old-fashioned ShotGun quadruple wedding.

Grundy's itchy trigger finger and poor grades in geometry mean that Wooyang had better follow through; if the old man senses any hesitation he's likely to forget that his daughters and grandchildren (and the parson) are also in the Firing Arc.

Using spread fingers to check the ShotGun's automatic Firing Arc of 1, it seems that red-headed Chastity and her baby will be outside the edge of the blast zone if the ShotGun goes off, but everyone else has positioned themselves much less wisely.

Constance and her baby are within the first inch of range. Constance stands to take a full $1 \text{ d8} + 1$ Damage, while her baby takes 1 d8 (-1 Damage due to small target size). Wooyang is an inch away, dropping the Damage to a still-deadly 1 d8 .

Virginia and her twins are two inches away, reducing her potential Damage further to $1 \text{ d8} - 1$. Between Constance's baby and the baby in her own left hand, Virginia has 1/3 cover from babies, reducing her risk by another -1 to $1 \text{ d8} - 2$. The baby in her left hand is fully exposed, but is also at -1 to Damage due to small Target Size. The baby in her right hand is safely shielded from the ShotGun behind Wooyang's sharply-dressed frame.

Purity and her baby are three inches away (for $1 \text{ d8} - 2$ potential Damage), and almost completely shielded behind Wooyang. With only tiny portions showing, they are each at -2 to Damage, for a relatively low total of $1 \text{ d8} - 4$ apiece.

The parson is four inches away (for $1 \text{ d8} - 3$ Damage) and is fully exposed, unless the players decide that his giant BrikThulhian Bible is substantial enough to count as partial cover. (It isn't.)

With so much potential mayhem only a trigger-pull away, will Wooyang be able to resist giving Grundy the finger?

MachineGuns and Reloading

MachineGun: Use: $(\text{w}) + 2$ Range: $(\text{w} \times 3) + 2$ Damage: $\text{w} \times \text{d8}$ Notes: may require reload



A squad of Noxarian Infantry uses machine gun turrets to calm an agitated civilian.

Photo: BrickSyd
From "Mounted Machine Gun and Building!"
Elements shown: LEGO

MachineGuns are the most versatile of automatic weapons, allowing for arc fire, single-shot Ranged attacks, or multi-shot bursts, depending on the needs of the situation.

When a MachineGun is used for **arc fire**, the player chooses the size of the arc they are going to attempt (setting the overall Auto Penalty), and, starting from one end and moving to the other, rolls a separate Action Roll for each target in order.

A MachineGun can also be fired in a **burst**, firing multiple shots at a single target. The player chooses the number of shots they are going to attempt, and this determines the overall Auto Penalty: a cumulative -1 for each intended shot in the burst.

While automatic fire is good for increasing a MachineGun's damage output, it also has a tendency to burn through its ammunition (or to jam, overheat, or lock up in some other way, if ammo isn't an issue). The more automatic fire a MachineGun uses, the higher the chances of hitting one of these mechanical limits. For every shot fired in an arc fire or burst attack with a MachineGun, if the number on the Action Roll (before applying bonuses or penalties) is less than the Auto Penalty for that shot, the MachineGun fires that last round and then becomes **inoperative**. The weapon can still be moved around as normal and used as makeshift club, but it can no longer be fired until it's **reloaded**.

An inoperative weapon can be indicated by pointing the barrel skyward when possible, or attaching a small brick as a temporary reminder.

Fortunately, reloading is easy - regardless of the Weapon Size, any minifig operating the weapon (whether directly or from a pilot or gunner's seat) can reload it with a single Action, making it ready to use again on the following turn. MachineGuns never suffer from a lack of spare ammunition; additional reloads are always mysteriously available, and minifigs know better than to ask questions about where they come from.

A MachineGun can't be reloaded and fired on the same turn, even by multiple minifigs using their Actions together.

FlameThrowers

FlameThrower: Use: $(W+1)$ Range: $(W \times 2) + 2"$ Damage: $W \times d4$ Fire



There's no way Firetail the Dragon is letting these Skylink Commandos come between him and the last soft pretzel on planet Azure.

Photo: Sir Sporktimus
From "The Fifth Great Azurian Pretzel War - Turn One"
Elements shown: LEGO



Warhead tests out his Heavy Flamer in preparation for ground action.

Photo: Natalya
From "ASE Hangar, Warhead, Terror Khan, IE"
Elements shown: LEGO

FlameThrowers and other fire-based attacks measure their Damage Ratings in $d4$'s rather than $d6$'s, to represent the special nature of **Fire** damage. The dependence on $d4$'s makes them relatively weak for direct damage output, but this shortcoming is made up for by their advantages in the field of setting objects on Fire.



If players choose to include Fire in their battle, they should make sure to have several $d4$'s close at hand for Fire damage rolls, a handful of markers to indicate active Fires (flame pieces are best, but red and yellow bricks or pips will work in a pinch). If they're really dedicated, they can also supply loose black and gray bits to scatter over already-burned areas.

FlameThrowers are not the most precise or elegant weapons, and must always use a Firing Arc of at least 1. Like other area attacks, target size modifiers affect a FlameThrower attack's damage as well as the accuracy of the Action Roll.

Catching On Fire

Whenever a target takes Fire damage, there's a chance that it will catch on fire.

On larger creations, fires can become independent creations in their own right, turning into Field Hazards that blaze out of control ([F.1: Hazard Dice](#)). On minifigs, fires are much simpler: any minifig who takes at least one point of Fire damage is on fire. (A Critical Failure on a Fire Damage Roll, or Fire damage that's reduced to zero by damage penalties, has no effect.)

For minifigs, being on fire is unusually distracting. For as long as a minifig continues to burn, he takes a $-1d4$ penalty to Action Rolls and Armor, and is limited to using one of his two Hands at most.

Creatures who are made of fire, like djinnis, lava monsters, and basketball all-stars, do not suffer penalties from being on fire.

A minifig can put out his flames by being doused in water or spending an Action to stop, drop and roll around on the ground and Disrupt himself. Otherwise, if he's still burning at the end of his turn and has unused inches of Move remaining, he must use up every last inch by running and thrashing around hysterically, making that funny sound burning people make when they're trying to hyperventilate and scream at the same time.

If a minifig is still on fire at the beginning of his turn, he makes a **Burning Roll** on $1d4$. On a 1, the fire goes out, and the minifig can go on with his life. On any other roll, the fire continues burning. The minifig takes one point of Grinding Damage ([7.2: Taking Damage](#)), rendering one limb useless of the minifig's choice as if it were Amputated ([10.2: The Medik](#)), and the fire spreads to any one flammable object with a Weight class of 1 or below that the minifig is in direct contact with, potentially including other minifigs.

The ground is treated as non-flammable by default, unless players want to spend a whole lot of time tracking out-of-control ground fires.

8.4 Heavy Explosives



Explosions are the most exciting events in a minifig's life, and the options for delivering them are bountiful. **Explosive** weapons can be dropped like bombs, thrown like grenades, fired as Ammo from Cannons, launched as Payloads from Launchers, fired off as Rockets, or strapped onto the fronts of speeding vehicles, creatures, or minifigs for crashing into each other.

Unlike other weapons, an Explosive or Rocket is measured by its number of construction elements rather than inches of Weapon Size. This number is its **Explosive Size** (XSize), and is particularly important for determining its number of Explosive Damage dice.



Explosive damage is based around the intimidating d10. Players who expect to cause a lot of Explosions should make sure to bring a sufficient supply of d10s.

When an Explosive or Rocket is dropped, thrown, or fired directly by a creation, the amount of Power it takes to properly activate the weapon is equal to the Explosive Size. When Explosives and Rockets are fired from Cannons or launched from Launchers, the Power requirement of the Cannon or Launcher is used instead.

Trajectories

Projectiles in Flight

Like all flying objects, a projectile fired in an arc flies at an altitude of 5" above the ground by default. If units try to attack a projectile in flight, or if units who have been turned into projectiles try to make attacks while airborne, they do so at this position.

Guided Missiles

While early Rockets fire in straight lines, modern and higher-tech Rockets have the ability to track their targets if they change position while the Rocket is in flight. At the beginning of each turn of movement, a Rocket with tracking ability (as agreed by the players) can turn up to 45 degrees in order to follow a moving target.

Depending on the type of tracking system used by Rockets in a particular battle, players are encouraged to come up with inventive countermeasures to confuse them. Chaff, flares, holograms, and seductive decoy Rockets in sexy outfits can all be used to distract an incoming enemy Rocket.

Where most Ranged Weapons fire some variation of deadly "pew pew" sounds, flying Explosives are physical objects and are treated as such. Launchers and Cannons can fire projectiles in parabolic arcs rather than straight lines, and some Rockets can curve their flight path to track targets.

Explosive weapons can be fired over the tops of obstacles to strike targets behind them, and will often strike targets from above or at an angle rather than along the attacker's line of sight. To fire over the tops of obstacles, the attacker can aim at any spot directly above the target. On a successful Action Roll, the Payload hits that spot and then travels straight downward (downward inches of Movement or Range are always free).

On an unsuccessful Action Roll, a Missed Shot with an Explosive has to come down somewhere, unlike regular Missed Shots which can fly off harmlessly into the sky and be ignored (5.3: *Ranged Combat*). This is particularly important for Launchers, whose high Use ratings make them notoriously inaccurate.

Attacks fired over obstacles are subject to a possible -5 Action Penalty if the attacker is firing at targets he can't see (5.1: Making Attacks), but this can be circumvented by using a Scout's Tracking ability (F.3: The Scout).

Explosives and other launched physical objects have a maximum speed of 12" per turn. When a projectile is launched further than this distance (e.g., a long-distance Rocket, or a bomb from a large Launcher or Cannon), it can take a turn or more to arrive at its destination, giving potential targets a chance to scatter.

Whenever a physical projectile is fired at a target more than twelve inches away, the attacking player doesn't immediately make the Action Roll. Instead, they place a marker at the intended target location (an "X" built from red bricks is traditional), and launch the projectile into the air, moving it 12" towards the target, and 12" again at the beginning of each of their turns. It's only when the projectile reaches its destination point that the player makes the Action Roll to find out whether it hit the target, or how badly it missed.

Premature Detonation



As the Brootal forces lay siege to the Immortal-occupied Conselia City, the massive Broozer fires its main cannon. The defensive fortifications are more than twelve inches away; the artillery shell will take an extra turn to arrive.



The Terrorkhan on the Death Wall aren't content to wait for delivery. They shoot the artillery shell out of the sky, avoiding the worst of the damage but still getting caught in the Explosion radius.

*Photo: Kenny "Kommander Ken" Bush
From "IMMORTAL BROOTALITY"
Elements shown: LEGO*

For all the hilarity that Explosive weapons bring when dropped into enemy ranks, they're even funnier when a minifig falls victim to his own ordnance's **premature detonation**.

Improvised and low-tech Explosive weapons are **unstable**. A single point of damage is enough to set off gunpowder kegs, dynamite sticks, fireworks, angry parents, and those red fuel barrels responsibly left lying around everywhere by the inhabitants of first-person shooters.

Any time an unstable Explosive weapon takes damage, it immediately goes off, doing its full Explosive damage wherever it happens to be.

Higher-tech Explosive weapons are more difficult to set off accidentally. Grenades, plastic explosives, nuclear warheads, and internal combustion engines depend on specific priming mechanisms to trigger their Explosions. Fortunately, minifig safety precautions are half-hearted at best, and **semi-stable** Explosives can be detonated just as prematurely with a little more damage.

Any time a semi-stable Explosive takes more points of damage than its Explosive Size (**xsize**), it's activated, and will go off at the end of the current player's turn. Minifigs are free to use response Actions to try to quickly dispose of the weapon or to encourage a nearby friend or well-wisher to jump on it and save them.

Semi-stable Explosives are treated as unstable once they're activated. Armed missiles in flight, proximity mines, and falling bombs can be hit and detonated prematurely by fast-thinking shooters or slow-thinking melee combatants.

Critical Failures

If a unit attempts to use an Explosive but fails the Action Roll, the defending player treats it as a Missed Shot as usual, choosing any Koincidentally unlucky location within the appropriate distance for the shot to land.

If either the Action Roll or the Damage Roll is a Critical Failure, the defender has the additional option of declaring the Explosive a **dud**. A dud Explosive doesn't explode on impact, but remains armed and extremely unstable, even if it was a semi-stable type of Explosive before being fired or thrown. Minifigs can use an Action to move the dud carefully at Half Speed; otherwise, any damage or attempt to move the dud will set it off.

Heavy Explosions

Explosive: Damage: $d10$ Exp Notes: Use and Range determined by Launcher

Rocket: Use: $d10 \times 2$ Range: $d10 \times 6"$ Damage: $d10$ Exp



There's no safer defense against the threat of interplanetary peace negotiations than blowing them up in a massive explosion.

Photo: MadMario
From "The Pristine Commonwealth"
Elements shown: LEGO

When a minifig's grenade goes off, it creates a blast of Explosive damage (Exp) that affects all objects within two inches. With larger Explosions, this radius is multiplied, doing the heaviest damage at the center and diminishing over distance.

When an Explosion occurs, the player rolls the number of $d10$ s in the weapon's Damage rating, and leaves the dice on the table. All exposed objects within a two-inch radius of the Explosion blast center take this much damage, and any loose objects in this radius (including objects which only became loose after being destroyed by the Explosion) are **Knocked Back** one inch for every $d10$ in the Damage Roll (including Over the Top $d10$ s).

For a single- $d10$ Explosion, this is all that's required. For Explosions with multiple $d10$ s, after handling damage for all the objects within the first two inches, the player removes the highest $d10$ in the roll (including any Bonus Dice it may have earned), and counts the new total result on the dice that remain. All objects within the next two inches of radius take this new result in damage, and loose objects are Knocked Back a number of inches equal to the number of dice remaining.

Players may wish to save handling all KnockBack effects for the end, working outward to inward, in order to avoid accidentally damaging or Knocking Back the same object twice.

The player continues removing the highest remaining $d10$ for every two inches and distributing damage and KnockBack accordingly, until no $d10$ s remain in the Damage Roll.

Complex Explosions might have multiple damage types, but only the Explosive damage dice add to the Explosion radius. A firebomb Explosion with a Damage rating of $2d10$ Exp +1 d4 Fire +1 will do $2d10 +1d4 +1$ damage for the first two inches, $1d10 +1d4 +1$ for the next two inches, and none after that.

Damage and KnockBack from more than one Explosion can stack, but the sizes of their radii do not. A hundred $2d10$ Explosions in the same spot cause $200d10$ worth of Damage in the first two inches, $100d10$ in the next two, and none after that. They don't combine into a single massive explosion with a four hundred inch radius.

Target Size and Explosion Radius

Whether an Explosion does Size or Component Damage to a given target is up to the attacker. In either case, any given creation (for Size Damage) or individual component (for Component Damage) only takes Explosive damage once, even if it's large enough to be exposed to more than one layer of the Explosive radius. The amount of damage is determined by the part of the target nearest to the Explosion center.

If a large Explosion goes off three inches away from a wall, and the attacker decides to deal Size Damage, then the wall takes the Explosion's damage at the three inch radius: the original damage with the largest die roll removed.

If parts of the wall stretch away through further radial distances, they don't take additional damage; Size Damage affects the wall as a whole, so it only hits once. Instead, the Explosion gets a damage bonus for whatever portion of the wall is inside the Explosive Radius (5.1: Making Attacks).

If the attacker decides to deal Component Damage instead, then each brick in the wall takes damage according to its individual distance from the Explosion center.

There can be a lot of varied components in an Explosion radius, and players are encouraged to ignore damage modifiers for target size when choosing Component Damage for their Explosions.

Rather than make an Armor Roll for each brick, the defending player makes a single Armor Roll for all of them, and destroys all the components within the largest radius in which the Explosion's Damage Roll beats the Armor Roll.

Explosion Example: Wall Demolition



Elements shown: LEGO

Example: The Imperial Ministry of Truth uses spare border walls to test missiles and improve the believability of their faked terrorist news stories. By popular acclaim, Privates Templeton and Boyle have been involuntarily volunteered to man the demonstration guard towers.

Once in position, the Ministry fires a Size 3" Rocket at the wall, striking two inches underneath Private Boyle's tower in a 3 d10 Explosion.



The missile rolls a 3, 6, and 7, for a total of 16 points of damage within the first two inches. Removing the highest roll (the 7), the total is 9 damage in the next two inches after that, and (removing the 6) 3 damage in the outermost two inches.



The wall has 3 d10 Armor, rolling a 15. This is less than the Explosion's innermost damage of 16, so all wall components within two inches of the blast are destroyed, and tossed away three inches. The 15 is enough to exceed the 9 damage for the next two inches away from the Explosion, so the rest of the wall survives.



The patch of ground beneath the wall is within the Explosion radius, and rolls an 8 on its Armor of 1 d10. This is less than the 9 Explosion's damage at the four-inch radius, but more than its 3 damage further out. All of the exposed ground within four inches of the blast is destroyed. For added effect, players build up a blast crater rim at this radius and set the surrounding vegetation on fire.

Private Boyle's tower survives the Explosive damage, but with the destruction of the wall underneath it, it's no longer "nailed down" and is Knocked Back four inches. Since the blast was directly underneath it, the tower is sent flying straight up into the air, with Private Boyle still on top.



When the private and his tower fall out of the sky, the ground does 1 d6 Collision damage to both of them. It rolls a 4. Thanks to the wall's earlier Armor Roll of 15, this isn't enough to harm the tower (even counting it as cumulative damage with the 9 Explosive damage taken earlier). It precisely matches Private Boyle's Armor of 4, so his legs are shattered to orthopaedic confetti. The Ministry of Truth makes an immediate press release through its faux news channel about the deadly attack by terrorist insurgents.

Explosive Variants



The main cannon of the Skion Thunder Templar Heavy Tank fires a variety of magical and high-tech shells for a variety of magical and high-tech targets.

Photo: Dienekes22
From "Dienekes SciFi Factions"
Elements shown: LEGO

A standard Explosive does its own **xSize** worth of Explosive damage $d10s$. Depending on a minifig's tactical needs and desire for novelty, he might mix things up a little bit, swapping out the $d10s$ for any combination of alternate Explosive Damage dice or Field Hazard effects. The Explosive's **xSize** and other stats remain the same.

Explosive Variants		
Type	Die Replacement	Effect
Alternate Explosive Damage		
Incendiary	$d4$ Fire	Fire damage
Armor Piercing	$d6$ Pierce	cancels one layer of \square Deflection
Concussion	$d6$ KnockBack	1 $d6$ " KnockBack, opposed by POP
Explosive	$d10$ Exp	1" KnockBack
Phased	$d12$ Phased (cost: 2 dice)	Damage $d12s$ are not affected by \square Deflection
Alternate Field Hazards <i>Chapter F: Field Hazards</i>		
Field Hazard	Any Hazard Die	4" \square per Smoke 2" \square per Exposure Damage die 3" \square per other Hazard die \square shrinks 1" per turn

Explosives with **alternate Explosive damage** work like standard Explosives in most regards. When the Explosive goes off, the attacking player rolls all the dice and applies their full damage and effects to everything within the first two inches. One at a time, they remove the highest rolling dice as the Explosion radius increases, along with their associated Bonus Dice and secondary effects. In the case of a tie between different die types, the attacking player chooses which to remove first.

- **Incendiary** weapons replace $d10$ s with Fire damage $d4$ s, or with one of the $d4$'s corrosive variants like Acid or Poison (*F.1: Hazard Dice*).
- **Armor Piercing** weapons replace $d10$ s with Armor Piercing $d8$ es. For each Armor Piercing $d8$ that reaches a target, the attack ignores one layer of the target's Deflection.
- **Concussion** weapons replace $d10$ s with $d6$ es of Knockback. These dice do no damage of their own, but cause 1" of Knockback as if the targets were struck in a Collision. Like a Collision, targets resist the KnockBack with their own Physical Opposition.

Most Concussion weapons throw affected objects away from the blast point, but there are exceptions. The Immortal Empire's famous black hole grenades implode and smash targets inward.
- **Explosive** weapons use the standard Explosive $d10$ s. In addition to doing damage, each Explosive $d10$ causes 1" of Knockback to any target that's not nailed down. This KnockBack is not resisted.
- **Phased** weapons replace two $d10$ s with a single $d12$, reducing the number of Damage dice and the overall Explosion Radius as a result. Damage $d12$ s ignore Deflection entirely, no matter how many layers of Deflection a target has.

When an Explosive's Damage dice are replaced with **Field Hazard** effects, the Explosion creates a new Field Hazard centered at the point of impact (*Chapter F: Field Hazards*). The Field Size is determined by the type of Hazard: four inches for every die replaced with Smoke, two inches for every die replaced with an Exposure Damage die, and three inches for any other Hazard die. These Field Hazards aren't permanent. At the beginning of each of the attacking player's subsequent turns, the Field Size shrinks by one inch.

If an Explosive weapon has both Damage dice and a Field Hazard, they're two separate effects. The Explosion Radius and the Field Size aren't added together.

Cannons

Cannon: Use: w +3 Range: $w \times 4"$ Damage: determined by Ammo Notes: Requires reload after firing; can fire Explosive Ammo up to max x of w

A **Cannon** is a slow but powerful direct-fire Gun that fires Explosive rounds rather than generic damage dice. Pirate ship cannons, tank turrets, and starship neutron torpedo tubes are all examples of Cannons. A Cannon must be reloaded after each shot, meaning that it can fire once every other turn.

Ammunition

Each time a Cannon fires, its chamber is emptied and it must be **reloaded** before being fired again. As with MachineGuns, reloading spends an Action, whether the Cannon is reloaded by hand or by automatic controls. A Cannon can't be fired and reloaded on the same turn.

Unlike MachineGuns, Cannons require physical **Ammo** in order to reload. Any standard Explosive can be used as Ammo if it's designed to fit in the Cannon, up to a maximum Explosive Size ($xsize$) equal to the Weapon Size of the Cannon. Ammo must be represented in physical brick and stored next to the Cannon's reloading area, wherever players decide that may be.

Minifigs are too busy to keep track of Ammo numbers. Ammo is never used up — as long as there's at least one round of Ammo available for each Cannon, it can be reloaded over and over again. Like any other Explosive left lying around, however, the physical rounds of Ammo can be stolen, destroyed, or commandeered for other purposes by minifigs wandering by, leaving the Cannon with nothing to reload with.

If a Cannon has more than one type of Ammo available, its player must declare which of the types they're using when they reload.

Payload Launchers

Launcher:

Use: $w \times 2$ Range: $w \times 6"$ Damage: (determined by Payload) Notes: Max Payload \leftarrow Size of $w \times \frac{1}{2}$; max Explosive Payload \leftarrow Explosive Size of w



Dave Eaton's Post-Apocalyptic Research Vehicle is the target in a running battle across the nuclear wasteland.



Jonathan Dallas's converted assault schoolbus is loaded with dynamite-strapped kamikaze warriors and a catapult with which to launch them.



The massive propulsion treads prove to be a weak spot - the detonation of one well-placed kamikaze snaps the tread and leaves it to trail out behind the PARV until the vehicle grinds to a halt.

*Photos: Wayne McCaul
from NELUG's "The Post-Apocalyptic Research Vehicle"*

The Launcher category covers any device designed to launch a **Payload** across a distance, from minifig-scale bazookas, mortars, and slingshots, to siege-scale catapults, mass drivers, and octopus-throwing giant squids. Launchers are ideally used to deliver Explosive Payloads, but boulders, plague-ridden corpses, and fully-loaded port-a-potties also have their special charm.

Every Payload must be represented in-game by one or more physical objects. All Launchers must have a designated area for loading their Payload (the basket of a catapult, the trolley of a railgun), and Payloads must be placed into or onto this location prior to Launch. Players may choose to construct their Launcher with an ammunition battery for auto-loading (such as a missile rack or ammunition drum), but most Launchers end up being loaded by minifigs carrying objects by hand. Less traditional Payloads are possible and fully encouraged; an appropriate Launcher might be used to scramble spacefighters, deliver pizzas and paratroopers, or fire politicians into the sun. As long as it's properly loaded, a Launcher can fire once per turn.

A Launcher can fire a group of one or more Explosives with a combined **xsize** up to the Launcher's own Weapon Size, or a group of one or more regular objects up to one half the Launcher's own Weapon Size, rounded down (this means that a Size 1" Launcher is limited to either **xsize 1** Explosives or Size 0" objects like minifig equipment items and Vermin). If Launching a group of objects, the operator makes a separate Action Roll for each one, as projectiles disperse while in flight.

Launched weapons and equipment items do damage as if they had hit the target in a Close Combat attack. Launched Explosives use their Explosive damage ratings on impact. Other Payloads cause Collisions with their full Momentum (9.5: *Collisions*), doing a **d6** of Crash damage for each **d10** in their Armor rating.

Payload Example: Missile Racks



*Photo: Cyko-Destructo
From "Bleaktron missile tank"
Elements shown: LEGO*

Example: The rugged BleakTron Missile Tank boasts a 3" Launcher turret loaded with twelve Size 1 Explosive missiles.



With a Weapon Size of 3", the turret can fire up to three of its Size 1 Explosives per turn. The BleakTron pilot makes separate Action Rolls for each against the turret's Use of 6 to see where they hit.

Thrown Minifig Weapons

Minifig Throwing Arm: Weapon Size: 1/2" Range: 3" Notes: Use and Damage determined by object; Size 0" Payloads only



In the siege of VladTron's Fortress, Sir Stalin the Bear rides ahead of the Mocian army to Heroically throw a borrowed battleaxe at the cage holding his ally, Sir Dogdu the Dog.

Rather than freeing the prisoner, Stalin's throw severs the chain the cage is hanging from, dropping both the cage and Sir Dogdu into an active volcano.

*From "Rainbow War II: Jellybean Apocalypse: Grail War"
Elements shown: LEGO*

Often overlooked in favor of the majestic mechanical Launchers of military engineers, a pair of naturally-occurring Launchers can be found hanging off the shoulders of even the lowliest peasants. A minifig's arms are Size 1/2" Launchers, capable of throwing Size 0" projectiles like grenades, hand weapons, and small animals.

Thrown objects have the same Use rating and do as much damage as if they had been used in a Close Combat attack. Thrown Explosives cause their Explosive damage on impact (which is also the same as when they're used in Close Combat, although there are drawbacks to using them in that capacity).

Creatures with larger arms can throw correspondingly larger objects, but these larger thrown objects still have a Use rating as if they were being used in Close Combat.

Minifigs working together can combine their half-inches of strength – Four minifigs can act as a Size 2" Launcher, for instance. The Range of their throw never increases, however, remaining at 3". The Action Roll for the throw is made by whichever minifig in the group has the smallest Action Die.

Because a minifig's three-inch throwing range is not a lot of distance, it's good to remember that attacks can be made out of range, taking -1 Action and Damage Penalties for every inch beyond the attack's normal Range (5.1: Making Attacks).

8.5 Manning Guns

Firing Weapons



The namesake model of LEGO set 8873, "Fireball Catapult," uses a rubber band to power a pull-back fireball launcher.

Elements shown: LEGO

Manual Fire

"Official" construction-toy designs often have projectiles that can really be fired, whether powered by springs, rubber bands, or the flick of a finger.

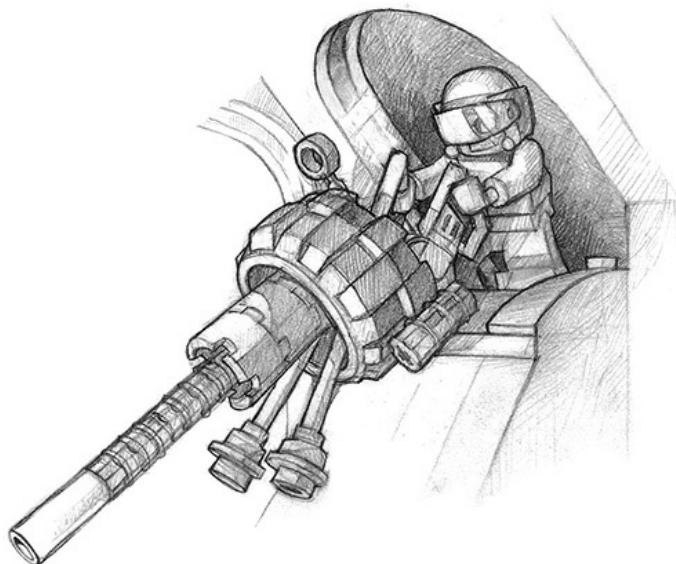
If players would like to fire one of these weapons by hand rather than rolling dice to make an attack, consider the following rules:

Strike Order: The first spot the projectile hits is where the attack lands. Any successive hits while the projectile bounces around are ignored, unless the weapon is a type that fires a continuous stream (e.g., a flamethrower) or has a projectile that could believably blow through several targets (e.g., a cannon).

Range: The attack's damage is subject to out of range penalties if the projectile flies past its listed range.

Disarray: Unless there's some reason otherwise, units or objects knocked over by the projectile stay knocked over in the game.

Mulligans: If the projectile fails to clear the weapon barrel or dribbles limply out the end, the player may declare a mulligan and take the shot over, either by trying to manually fire it again or by rolling dice. Each mulligan used incurs a cumulative -1 penalty to damage for that attack.



In normal situations, firing a large weapon is just like firing a small one, except with bigger numbers attached. The attacker chooses a single target or Firing Arc and may fire any number of weapons at it as his Power level allows, as long as they're all of the same attack type (either Ranged, Arc Fire, or Close Combat).

Controlling minifig-scale weapons and devices is a simple affair. A minifig has perfect control of a sword or pistol as soon as his hand's on the grip.

On larger weapons, like intercontinental ballistic missile silos, orbital laser satellite arrays, or Bagger 288s, the controls can be far removed from the business end of the weapon itself. While **controls** might be mounted directly on a weapon, they're just as often found in an attached Gunner's seat, in the cockpit of the vehicle on which the weapon is mounted, or in a remote weapons control station within a nearby bunker.

Except when there's a specific reason to the contrary, all vehicles include controls for the weapons systems in the cockpit, even if there are separate Gunner's stations.

In some cases, a single weapon may have controls in several locations, leading to possible conflict if opposing forces gain access to different sets of controls. While each player's forces can fire a given weapon only once per turn, any unit with access to one set of controls can use an Action to **interfere** with a unit trying to operate the weapon from a different set of controls,

making an Action Roll and using the result as an Action Penalty to the other unit's attempt.

In the rare event that minifigs from allied teams find themselves at the same set of controls, they cannot each operate the weapon on their own turns — that would unfairly double the weapon's abilities. Whether weapons, devices, or propulsion systems (9.4: Piloting), a minifig can only operate a system if none of his allies used the same system on their previous turn.

This special limitation only applies to allies. When enemies commandeer a set of controls, they can make full and immediate use of them. This is justified by the fact that it's much funnier to let hijackers have instant benefits than to give the original owners any time to react.

A Mechanik (7.3: Field Construction) can jury-rig new controls for a weapon, even if the weapon is still controlled by one or more opponents at another set of controls elsewhere. The new controls must be attached to the inner workings of either the weapon or the machinery it's mounted on, not to the outer plating. The Mechanik will have to crack the armor open before he can start messing with the innards.

The Gunner



(Download the Gunner card)



The fourteen-inch dual ion cannons of the M-Throne Hyperion superheavy death tank are too large for crewmen to operate directly. Weapons are handled by a dedicated team of Gunners in the main control room.

Photo: Azmi Timur
From "Hyperion Tank [M:Throne Empire Series Ep.5]"
Elements shown: LEGO

Even without training, any minifig off the street who gains access to a mounted weapon's controls can successfully operate it, although not necessarily very well. The Use requirements of mounted weapons go up very quickly as they increase in Size, making attacks much more difficult than with handheld weapons. Especially for very large weapons, it's best to have a trained **Gunner** or several at the controls.

Gunnery

Gunnery Specialty:

♦ on Action Rolls with mounted weapons;

allows Gunnery Support

The Gunner is a unit that specializes in the operation of mounted weapons. For any Action Roll related to the use of a weapon mounted on a creation, **Gunnery** allows the Gunner to roll their Specialty ♦ rather than their Action d6.

Besides firing large weapons with greater skill than usual, Gunners are also trained to cooperate in teams to increase accuracy



and effectiveness. Any minifig with the Gunnery Specialty can spend his Action to provide **Gunnery Support** to another minifig operating a large weapon, granting a +1 Action Bonus. This bonus is cumulative, with each supporting Gunner adding another +1, but the number of minifigs in the firing team (the firing minifig plus the minifigs providing Gunnery Support) is limited to the number of inches in the Weapon Size, and each minifig must be able to directly access the weapon or a working set of controls for it.

The exact nature of Gunnery Support depends on the weapon and the technology involved. The Gunners may be calculating trajectories, feeding ammunition belts, establishing target locks, or sacrificing captives to the gods of metal and mayhem.

As long as the weapon keeps firing at the exact same point, and neither the weapon or the target move, there's no need to keep recalculating trajectories. The Action Bonuses from Gunnery Support can be considered permanent until the weapon moves or aims somewhere else. If it continues to pound that same target over several turns, the Gunners can learn from the previous turn's results and **home in** on the target. For each new attack they can add new Gunnery Support bonuses to the bonuses from the previous turn, accumulating +1s until it becomes almost impossible to miss. The possibility of Critical Failure remains ever-present, however, and any Critical Failure cancels the homing in bonus and requires the Gunners to start over.

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CHAPTER NINE

Vehicles



An Assyrian detachment treks across the frozen wastelands of Iceworld.

Photo: Natalya
From "2011 Snowpocalypse"
Elements shown: LEGO

Heavy weapons are all about location; they're only as valuable as the targets they can reach. Sadly, it's rare to find an opponent considerate enough to build targets next to your weapon emplacements, or one who lets you build weapon emplacements next to their targets.

Rather than limiting weapons to the targets in a single location, it's handy to give them a means of moving around. The value of a fine weapon can be increased dramatically by strapping a **vehicle** to it.

9.1 Propulsion



Working together with their Dwarven allies, the Frostborne Tribe has constructed a Mammoth Siege-Sleigh. The propulsion of this mobile fortress is handled by a giant Frost Golem pushing from the rear.

Photo: Kenny "Kommander Ken" Bush
From "The Frostborne Tribe"
Elements shown: LEGO

 Creations that move around are vehicles, and every vehicle requires at least one **propulsion** system, even if the method of powering that propulsion is hard to explain. (Construction-brick siege engines are notorious for rolling around merrily despite a lack of horses or haulers to pull them.)

For game purposes, all that's important is the vehicle's type of movement. Whether or not it has any means to power that movement is politely overlooked.

Like all devices in BrikWars, every propulsion system should be represented by specific physical elements. Most will be obvious: wheels and sails and zeppelin balloons are represented by wheel elements and sail elements and zeppelin balloon elements, respectively. For more exotic propulsion systems, like levitation crystals that use sparkle magic to transport floating minifig bordellos between opposing war camps, the physical components should be pointed out to the other players so there's no confusion about which elements to target first.

Propulsion Types

While BrikWars vehicles can utilize whatever bizarre propulsion systems players come up with, they're generally sorted into one of two categories. **Standard propulsion** allows units to move around on tabletops, floors, and brick-built surfaces. **Flight propulsion** allows units to travel above the surfaces, flying over obstacles and sneering at ground forces hampered by petty gravity.

In terrestrial battles, ground and sea units will use standard propulsion, and air units will use Flight. In other locations and genres, this can change. In an undersea battle, submarines and swimming units will use undersea Flight, and only the crawling bottom feeders will be stuck in standard. In an outer space battle, the large capital ships can be treated as standard propulsion vehicles, while the spacefighters flying above and around them can use Flight.

For propulsion types outside of the standard and Flight categories (spider climbing, underground tunneling, or teleportation, for example), players are encouraged to come up with house rules as needed.

Alternate Movement

Vehicles may sometimes move outside of their usual medium if it's appropriate to do so. Common sense should be an adequate guide: automobiles can move at lower speed through standing water, but they can't fly; airplanes can move at lower speed on the runway, but can't swim; submarines may move at lower speed boating around the ocean surface, but they can't roll around on land or perform cartwheels.

Vehicles moving in an alternate medium move at Half Speed ([4.1: Movement](#)). No matter how many Move or Sprint inches they have to spend, no vehicle can move more than five inches in an alternate medium in any single turn.

Sprinting

Like minifigs, a vehicle can be made to Sprint ([4.1: Movement](#)) in order to add its operator's Action Roll to its Move inches, as long as it's driving in a straight line. As with any other unit, vehicles can't make any turns while Sprinting.

Move Inches

Size Enhancements		
Base	Enhancements	
0"	▶ 5"	▶ 10" ▶ 5" Fly ▶ 10" Fly ▶ 15" Fly ▶ -  Half Speed

Creations are stationary by default, with zero Move inches to spend. Each Size Enhancement to Move adds five inches, up to a maximum Move of 10".

A player can also use a Size Enhancement to give a creation Flight propulsion. A creation with Flight can raise its Move to a maximum of 15".

A Move Impairment reduces a creation to **Half Speed** ([4.1: Movement](#)). Only creations that already have Move inches can take this Impairment.

It doesn't make a lot of sense to have an Impairment that can only be added after its associated Enhancement, but making sense has never been one of BrikWars' priorities. The Half Speed Impairment is often conditional - a creation can switch it on and off when it needs to activate a paired Enhancement that the Half Speed pays for (e.g., increased Power).

Vehicle Movement Speeds			
Move	Ground Vehicles	Water Vehicles	Flying Vehicles
 5"	bulldozers, lawnmowers, golf carts	galleys, steamboats, surfboards	zeppelins, gliders, minicopters
 10"	tanks, trains, cars	galleons, submarines, speedboats	assault helicopters, hoverbikes

	(Flight only)	fighter planes, spacecraft
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Most vehicles have a Move of 10", but players can choose whatever Move rating they feel is appropriate for their propulsion system. Five inches is the speed of a minifig, ten inches is the speed of a Horse, and fifteen inches is only possible for creations with Flight propulsion.

Move ratings don't always have to be in multiples of five inches, but it tends to make things easier to keep track of, especially if players are relying on sixteen-stud bricks to measure five-inch distances.

Move and Armor Example: The Space Pyramids

Example: Three floating Size 3" Pyramids have arrived from another dimension with unknown motives and mysterious properties. Players must decide on their stats and abilities.



If the Pyramids are active but stationary units hovering in place, their Size of 3" means they could have three Armor Enhancements, giving them 3 Armor, the highest level allowed for normal units.



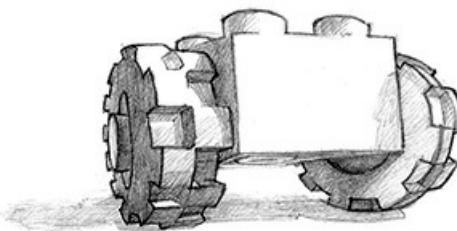
If the Pyramids creep along the ground with 5" of standard propulsion, they can use their two remaining Enhancements to raise their Armor to 2 .



If the Pyramids hurtle through the air with a terrifying 15" of Flight propulsion, they've spent more than their three Enhancements and must take a Half Power Impairment to pay for the fourth. Their Armor remains at the default 1 .

Propulsion Damage

Propulsion Damage	
Damage	Effect
Major propulsion component lost	-1" Move, cumulative
Half of propulsion components lost / vehicle dragging on ground	Half Speed
All propulsion components lost	Movement eliminated
Critical Flight component lost	Flight movement eliminated
Aerodynamic Flight reduced to Half Speed	Flight movement eliminated at end of turn



For most devices, damage is an all-or-nothing affair. A steering wheel is either slagged or it isn't; an elbow is either attached or it's not.

Propulsion systems are a little more granular. If attackers can destroy or disable a major propulsion component (one tire off a dune buggy, one leg off of a RoboSpider), the vehicle's Move is reduced by 1" for each lost component. If half of the propulsion elements are destroyed (one leg off a Tyrannosaurus, one wheel off a motorcycle), or if any part of the vehicle is dragging on the ground, then the vehicle moves at Half Speed, after applying all other applicable penalties. If all the elements are destroyed (one pogo off of a pogo stick, one balloon off of a hot air balloon), the vehicle's movement ability is eliminated entirely.

Aerodynamic Flight systems are especially fragile (as opposed to space or magic Flight, which tend to be more resilient). The destruction of one blade of a helicopter or one wing of a dragon is enough to ground them immediately.

Vehicles flying above the ground need a minimum amount of propulsion strength to stay aloft. (Vehicles flying in orbit or in space have no such problems). Any time an aerodynamic flying vehicle is reduced to Half Speed for any reason, it falls out of the sky at the end of the turn.

Loss of Control

A vehicle can lose control for any number of reasons. The operator might be dead, absent, or distracted by text messages. The controls might be disconnected, destroyed, or contradicted by enemies interfering on auxiliary controls ([8.5: Manning Guns](#)). The

propulsion system might be damaged, disabled, or sabotaged to function perfectly but in the wrong direction.

Out of control vehicles keep going in whichever direction they were already going, at whatever speed they were already moving. Their movement continues in a straight line every turn until they end up in a Collision ([9.5: Collisions](#)) or exit the battlefield, unless players come up with a specific reason they should change direction.

If a vehicle loses power (the fuel line is severed, the minifig pressing the gas pedal implodes) or loses propulsion effectiveness (a truck tips off its wheels, an aircraft carrier beaches itself), it can use Momentum to continue moving, buying 1  Move inches for each **MOM** spent before grinding to a halt. Flying vehicles, in particular, grind to a halt by nosediving straight down from their final position and smashing into the ground.

9.2 Maneuvering



The Noxarian Peacekeeper Class APC features a missile rack to peacekeep urban landscapes into rubble and an advanced suspension to drive smoothly over them afterwards.

Photo: BrickSyd
From "Noxarian APC (Peacekeeper Class)"
Elements shown: LEGO

Minifigs and animals are used to unlimited maneuvering. Minifigs are free to spend their Move inches almost however they want - running, climbing, rolling around, and doing backflips at will. Most vehicles can't move quite this freely. Biplanes, monster trucks, and surfboards aren't able to twirl in place or hop from side to side the way minifigs can, and when they do, it means something's gone wrong.

Standard Maneuvering

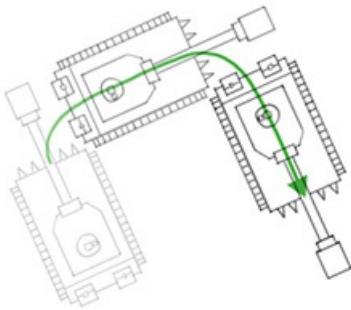
In almost all cases, players' instincts about their own vehicles' maneuverability are good enough. Players tend to have a pretty good idea of what kind of maneuvers a tricycle can and can't perform as compared to a mechadragon or a hot air balloon. Maneuvering limits should only be used in isolated instances when players want a large vehicle to feel ponderous, or when vehicles enter a space that's tight enough for their maneuverability to be an issue.

Using **standard maneuvering**, players shove their vehicles and creatures around in whatever manner feels natural, and save their focus and attention for parts of the game more likely to result in stuff getting blown up ([8.4: Heavy Explosives](#)).

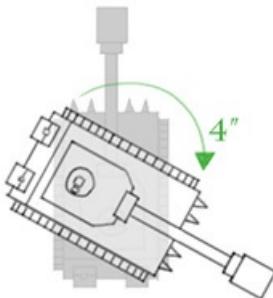
Advanced Maneuvering

When players insist on paying attention to a vehicle's steering limits, they should first take a deep breath and consider their priorities in life. Then they have to decide which type of steering best matches their vehicle.

Forward Maneuvering



Using Forward Maneuvering, this tank can make one turn each time it travels the length of its own chassis.



Using Stationary Maneuvering, the corner of the tank chassis moves four inches over the course of turning in place.

By default, most vehicles rely on **forward maneuvering** - they must be moving forwards or backwards in order to turn.

The minimum turning radius for a Forward Maneuvering vehicle is determined by the length of its main Structure ([7.1: Structure](#)). For a Forward Maneuvering vehicle, any turns up to ninety degrees are legal as long as it clears the length of its own Structure between turns.

Vehicles like large naval vessels and slow siege engines may need multiple player turns to travel their own Structure length. When this happens, it's better to use the vehicles' Move inches as Thrust rather than using forward maneuvering ([9.3: Thrust](#)).

Apart from airplanes in flight and rocket-based vehicles, almost all forward maneuvering vehicles can move backwards, but they do so at Half Speed.

Stationary Maneuvering

Some propulsion systems can turn in place while stationary. Rowboats, hovercraft, helicopters, antigravity spacefighters, and vehicles on treads or legs all have the ability to turn and face a new direction without the need to move forwards or backwards.

A **Stationary Maneuvering** vehicle may use its Move inches for forward maneuvering as usual, but it may also use inches to turn in place at any point during regular movement. The player finds the point on the vehicle's core structure furthest away from the center of rotation, and rotates that point as many Move inches as necessary for the vehicle to turn in place.

Flight Maneuvering



In the inevitable battle accompanying a State of the Union address by the President of Noxar, the players use industrial pylons to position flying vehicles at the proper altitudes. This places the Deep Space Management interceptor precisely in range of a biker's thrown dynamite.

*Photo: BrickSyd
From "The President's Speech"
Elements shown: LEGO*

Flight Limits

Due to BrikWars' open-ended nature, flying vehicles can be ripe for game-breaking abuse. If a player's forces are limited to sword-wielding knights, an opponent can ruin their day by fielding an assault helicopter, hovering just above sword-throwing range, and casually carpet-bombing the helpless ground troops into oblivion.

Obviously, this is fun for nobody, and the knightly player has not only the right but the obligation to break those opponents' noses if they try this.

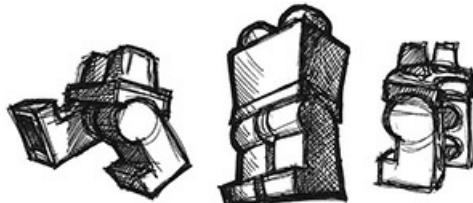
In order to prevent this (the game-breaking, not the nose-breaking), flying vehicles limit themselves to a maximum altitude of five inches in ground battles.

When flying vehicles use forward maneuvering, their pitch changes are limited in the same way as their turn radius. If players aren't keeping track of flying vehicles' specific altitudes, they're considered to be five inches off the ground by default.

A flying vehicle must be no more than five vertical inches higher than a target in order to attack it.

When dropping bombs or other objects, flying vehicles may only target spots directly underneath their own flight path. The dropped object may end up off of that path due to a Missed Shot ([5.3: Ranged Combat](#)). The Use rating for aiming dropped objects is equal to the distance of the drop in inches.

Unlimited Maneuvering



While uncommon, there are a few types of propulsion systems that can match a minifig's freedom of mobility. If a vehicle's propulsion system is based on sufficiently agile limbs (mecha, horses, robot velociraptors, minifigs) or hover flight (propeller drones, magic carpets, flying saucers), then that vehicle has **unlimited maneuvering** and enjoys the potential to prance around as freely as any minifig.

Unlimited maneuverability is too complicated for untrained minifigs to handle effectively. In order to take advantage of unlimited maneuvering, the vehicle must either be turned into a creature a Mind of its own ([10.1: Minds](#)) or be controlled by an operator with the Piloting Specialty ([9.4: Piloting](#)). A maneuverable vehicle that's controlled by a non-Pilot minifig is limited to regular forward and stationary maneuvering instead.

Jumps



Staring down the barrel of an Assyrian Vanquisher Super Tank that just blew a hole in its own Death Wall to give itself a better shot, these Akkadian fanatics hatch a crazy plan. Using the rubble of the Death Wall as a ramp, they jump their death buggy up and onto the Vanquisher before it can respond.

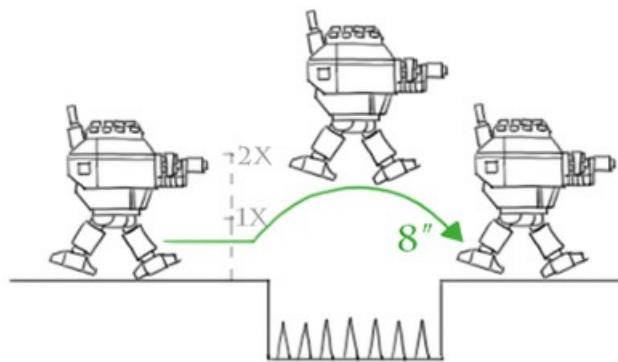
*Photo: Natalya
From "QoP: Head Separator Part III"
Elements shown: LEGO*

Vehicles with **jump** capability can leap across any distance within their Move radius, although the height of the leap can't exceed twice the height of their legs (or other jumping propulsion system).

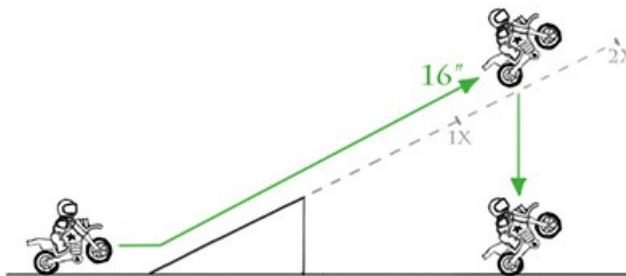
Vehicles without jump capability can only jump by building up Momentum ([9.5: Collisions](#)) and launching themselves off of ramps. When a vehicle is launched off a ramp, it continues traveling in a straight line in the direction at which it left the ramp. The distance of the jump is determined by the vehicle operator's Action Die and the vehicle's Momentum - each **MOM** spent adds one Action Die of jump distance (or 1 **d6** for creations without an Action Die). The vehicle can continue flying in a straight line for any distance up to the jump distance, and then drops straight down to end its movement for the turn. Depending on the height of the drop at the end, a jumping vehicle may take Collision damage with the ground when it lands ([9.5: Collisions](#)).

Non-flying vehicles generally have no ability to turn while in midair, but What I Say Goes exceptions might be made for vehicles equipped with some kind of sails or airfoils.

Players are encouraged to be generous in deciding which objects can be used as airfoils.



A Dreadnut can jump up to twice the height of its own legs in order to clear this inconvenient spike pit.



*Thanks to some unexpected Bonus Dice, this stuntbike is able to convert its two **MOMs** into 16" of jump distance. This gives the bike enough altitude to cause Collision Damage from the height of the drop.*

9.3 Thrust

In addition to the standard propulsion system, BrikWars allows for vehicles and objects that are moved by physically pushing or pulling the model with **Thrust** forces. For vehicles, directed Thrust can be provided by **Thrusters** like rockets, jet engines, propellers, or sails. Thrust is also the system used to handle the KnockBack from Shoves, Collisions, and attacks, or from unusual devices like tractor beams and gravity guns.

Each Thrust is a vector with two parts: a direction and a number of inches.

The Finger

The Assyrian Finger



Photo: Natalya
from "Assyrian Star Empire - All Units"
Elements shown: LEGO

Following the tragic Dimmification of the Teknik civilization, the Assyrian Star Empire sent the Armoured Core "Austere" to survey the Teknik swamp world of Dungobah for artifacts.

Unprotected against the Dim Side effects generated by the planet's Stupidity, the Pilot was barely able to avoid a crash landing. The impact and swamp splatter drew the attention of hundreds of slavering bayou Dimmies.

Outraged by the AC's sound construction and consistent color scheme, the Dimmies attacked with everything they had: sticks, rocks, and their own faces. The AC Pilot gave the attackers the official salute of impending Assyrian domination: the giant upraised Finger of the Armoured Core. This did nothing to discourage the Dimmies, who'd never seen a finger before and were not yet aware of the significance of Assyrian middle ones. As the Pilot began using the Finger to smash and skewer the nearest malcontents, the remaining Dimmies were forced to pause their Stupidity long enough to recognize the advantages of fleeing in terror.

No Dungam artifacts were located on that initial survey mission, but thanks to the assistance of Heroes from the newly-discovered Bayounikal tribes, the AC was able to escape from Dungobah and make its eventual return to Assyrian space. The Dimmy hordes, forever dominated by the Dim Side, took the traditional course and started a religion. Supercharged by the Stupidity of its leaders, the Cult of the Finger spread rapidly throughout the surrounding star systems and into extremist factions of Assyrian ultranationalist parties.

(BrikWiki entry: [Armoured Core](#))



For objects affected by multiple points of synchronized Thrust, like the twin Thrusters on Jax's Invictus starfighter, a player can apply the Thrusts in whatever order they prefer, or give both fingers at once. Giving the finger isn't a precise science, and will often involve some fudge.

Photo: Ninja_bait
From "Ragnabok"
Elements shown: LEGO

As any mathematician will tell you, vector algebra is an infinitely bigger pain in the ass than either vectors or algebra would seem to indicate on their own. Worse, vector algebra becomes increasingly difficult to perform after a fourth shot of whiskey, making it useless for BrikWars halfway through the first turn.

Fortunately, a BrikWars player's instinctive response to Thrust vector calculations turns out to be the correct one: Thrust is

handled by **giving it the finger**. The player places a fingertip at the point of Thrust (either an active Thruster or a point of impact, usually), and pushes the object the appropriate number of inches in the appropriate direction. The model on the table will move and rotate appropriately on its own without any need for further calculation. (Wheeled models may need to be stopped manually at the end of each Thrust to keep them from rolling away forever.)

KnockBack from Shoves, Collisions, large Weapon strikes, and Explosions are all executed neatly and efficiently by giving them the finger.

If the object is using Thrust as part of its own Movement, then it can apply Thrust before, after, or during whatever other maneuvers it makes during its turn.

Thrusters



When the Imperial Magikstrate sends in flying Imperial Angel shock troops, the Deadly SpaceMen on the ground don't miss a beat. The Pink and Yellow DSMs use their Orange Transparent Chainsaws to puncture and ignite the oxygen tanks of their Green and White DSM squadmates. Instant decompression turns them into single-use makeshift Small Thruster jetpacks.



The vertical Thrust plus the DSMs' 1" jumps allows them to take the fight straight to the Angels for a turn before careening into nearby walls and buildings and Disrupting themselves.

Photos: Natalya
From "You'll Die As You Lived"
Elements shown: LEGO

Thrusters			
Thruster	Weapon Size	Effect	Notes
Small Thruster	1" × Weight	d4" Thrust	may roll any Bonus Dice
Medium Thruster	2" × Weight	d6" Thrust	
Large Thruster	3" × Weight	d8" Thrust	must roll any Bonus Dice
Giant Thruster	4" × Weight	d10" Thrust	

Thrusters are a special propulsion device that acts like a weapon, rolling dice to inflict inches of Thrust rather than points of damage. Thrusters are less predictable than standard forms of propulsion, but allow vehicles to exceed the usual limits on Move Enhancements (9.1: Propulsion).

Not all Thrusters are Damage-free. Depending on the whims of the players, the business end of a rocket can be treated as a makeshift FlameThrower, and a jet engine can be treated as a BlastGun that deals d6es of Thrust to objects unlucky enough to be caught in the Firing Arcs of its intake and exhaust.

A vehicle can use the Thrust from a maximum of two of its Thrusters in a turn. If it activates additional Thrusters for secondary effects (most commonly, spraying rocket flame on tailgaters), they provide no additional Thrust.

The effect of a Thruster depends on its physical Weapon Size and the Weight of the vehicle it's attached to (7.1: Structure). A Thruster with Weapon Size inches equal to its vehicle's Weight class acts as a Small Thruster with a d4 of Thrust inches. At twice the Weight class, it's a Medium Thruster with d6 inches. At three times, it's a Large Thruster with d8 inches, and at four times or more it's a Giant Thruster with d10 inches. A 2" jet engine strapped to a Weight 1 motorbike, for example, would act as a very reasonable Medium Thruster. The same 2" jet on a Weight ½ minifig it would be an out-of-control Giant Thruster, and on a Weight 3 heavy tank it would be too small to have any effect at all.

If a vehicle's Weight class is reduced by Size Damage, its Thrusters stay the same, basing their effect on the original undamaged Weight class - the vehicle's mass hasn't changed, only its structural integrity. If the Weight class is reduced by blasting off enough components to make the vehicle physically smaller, on the other hand, players can change the Thrusters' effect to match the vehicle's new Weight.

When a Thruster is fired, it spends the vehicle's Power according to its Weapon Size. The player rolls the Thrust die and immediately applies the result as Thrust inches in the direction the Thruster is pointing. For a Small or Medium Thruster, it's the player's choice whether to spend any Bonus Dice from the Thrust roll. For a Large or Giant Thruster, the player has no control - they must spend all Bonus Dice, regardless of whatever disaster might ensue.

**Thruster Examples:
The Black Inches Galleon
and the Red Brootalz' War Dromund**



Random loot on a rocky isle draws an inevitable logjam of ships. The Black Inches launches landing craft while its skeleton crew prepares to hold off the Red Brootalz' War Dromund and a fleet of rival vessels.

Example: In a nautical race for an island of suspiciously unburied treasure, players treat their sails as wind-powered Thrusters to supplement their ships' standard Move inches. Giving the finger at the base of the masts, the players Thrust forward for square sails, sideways for jibs, and in any direction for lateen sails.

In a "realistic" battle, the ships' minifigs would have to crew the lines and adjust the sails manually, assigning Thrust according to the wind and which sails were unfurled. No one has time for that; this is a race! Instead, the ships' Pilots activate whichever sails they feel like on a given turn and ignore the rest.

Black Inches Galleon		
Move	Armor	Size
5"	2d10	15"
Sail type		
Jib	7" Large Thruster	1d8"
Square	9" and 8" Giant Thrusters (foremast)	2d10"
	9" and 8" Giant Thrusters (mainmast)	2d10"
	5" Medium Thruster (mainmast)	1d8"
Lateen	7" Large Thruster	1d8"

Red Brootalz' War Dromund		
Move	Armor	Size
0"	3d10	18"
Sail type		
Lateen	2 x 12" Giant Thrusters (foremast, mainmast)	2d10"
	7" Medium Thruster (mizzenmast)	1d8"

While the Black Inches is armed with cannons and the War Dromund with rocket ballistae, the weapons of both ships are manually operated and don't draw on the vessels' Power. The ships' Power supplies are exclusively reserved for operating the sails.

The Black Inches' Weight class of 2 means that a 2" sail is a Small Thruster, a 4" sail is Medium, 6" is Large, and 8" is Giant. The War Dromund's larger Weight class of 3 means that a 3" sail is Small, 6" is Medium, 9" is Large, and 12" is Giant.

The Black Inches has an overwhelming 53" of sails, but vehicles can only use a maximum of two Thrusters in a turn, making most of the sails redundant backups. Which ones its Pilot chooses will depend on what the ship is doing - the 4" jib and lateen for tight maneuvering, two of the 12" Giant square sails for charging ahead, or the 6" Medium square sail and 6" lateen for a controlled advance, supplemented by the Black Inches' 5" of regular Move.

The War Dromund, by contrast, has no regular Move inches, relying entirely on its versatile lateen sails.

9.4 Piloting

Controls



Traditionally, the controls of heavy assault mechs like this HellRaider are so complex and precise that only completely ordinary high school students have any hope of piloting them.

*Photo: BFenix
From "HellRaider Assault Mech"
Elements shown: LEGO*

As with weapons (8.6: Manning Guns), a vehicle should include some type of **controls** for its propulsion systems (like a steering wheel, a flight sticks, or a computer console). A vehicle that lacks specific control elements should still at least have a specified control area where a minifig has to position himself if he wants to control the vehicle.

Unless a player declares otherwise, a vehicle's main controls provide centralized control of all of a vehicle's propulsion systems, weapons, and devices (like a fighter cockpit, a starship's master computer, a remote drone control station, or a warhorse's saddle). Specialized secondary controls usually only affect a single subsystem or device (like the individual gunners' stations on a Death Zeppelin, a ship's wheel on a galleon, or a self-destruct button in an ice cream truck).

Enemy minifigs can cripple a vehicle by destroying its controls. But better still, they can kill the vehicle's operators and commandeer the controls directly. Unlike the controls for weapons, if more than one team has minifigs controlling a vehicle's propulsion at the same time, they can each use their Actions to prevent the other from controlling the propulsion at all, rendering the vehicle out of control (9.1: Standard Propulsion).

Plastic-brick Control systems lack security precautions like passwords or ignition keys.

Systems

Assuming he has access to the proper controls, a vehicle operator can use his Action to pilot a vehicle and/or control the weapons and devices in one (and only one) of its **systems**, up to the vehicle's Power limit, focusing on a single target. The system may be any one of the following:

- **Ranged Weapons:** The operator can fire any number of Ranged weapons at a single target (5.3: Ranged Combat).
- **Close Combat Weapons:** The operator can attack with any number of Close Combat weapons against a single target (5.2: Close Combat).
- **Manipulators:** The operator can use any combination of devices to lift, carry, throw, drop, or otherwise manipulate one object or grouped set of objects.
- **Devices:** The operator can activate, deactivate, or otherwise control a vehicle's special-purpose devices, such as sensors, shields, transporters, cloaking devices, or in-dash music systems.

If no operator is actively controlling a system, it continues doing whatever it was already doing. Shields that are up stay up, sails that are unfurled stay unfurled, and robotic hands with a bloody grip on crushed enemy heads maintain their bloody grip on crushed enemy heads.

The Pilot



(Download the Pilot card)

The purpose of vehicles is to move weapons, personnel, and equipment into position, but sometimes the nature of vehicular physics puts that position just out of reach. The vehicle may not be able to speed fast enough, stop short enough, turn tightly enough, or make ridiculous acrobatic leaps ridiculously enough. These desperate circumstances are the situations a **Pilot** is born for.

Stunt Driving

Stunt Driving Specialty $d8$:

once a turn, defy movement rules
for a controlled vehicle
for $d8$ Stunt Inches



The United Systems Alliance considers aerial superiority the first step of any successful operation.

*Photo: Silent-sigfig
From "Factions and Lore"
Elements shown: LEGO*

Thanks to their extraordinary affinity with their vehicles, Pilots have the ability to push the envelope a critical couple of extra inches with **Stunt Driving** as a normal part of controlling the vehicle's movement. (Pilots may still operate the vehicle's systems as usual during the turn, whether or not they elect to do any Stunt Driving.)

When a Pilot wants to attempt a crazy maneuver, his player describes the maneuver being attempted, and determines how many

stunt inches the vehicle will travel away from what should normally be possible. If a StarShip is trying to exceed its maximum Move, for instance, then the stunt Inches are the number of extra inches past the Move limit. If a FireTruck is trying to turn more tightly than standard maneuvering would allow, then the stunt inches are the amount of required distance between turns that the player would like to ignore. If a MiniVan operator is pulling the e-brake to powerslide sideways into a crowd of soccer hooligans, then the stunt inches are whatever distance the MiniVan is sliding sideways.

Once the player declares the number of stunt inches to attempt, the Pilot rolls his Specialty  for Stunt Driving. The number rolled is the number of stunt inches he's able to complete successfully. If this number equals or exceeds the number of stunt inches being attempted, then the vehicle completes the entire stunt without mishap.

Otherwise, an enemy of the player's choice gets to take the remaining unsuccessful stunt inches and turn them into Thrust inches to use against the vehicle at the point where its successful inches ran out. After coming up with a story for how the Stunt went wrong, the enemy can use that Thrust to (for instance) stop the vehicle short of its goal, try to cause it to roll over, fishtail it in the wrong direction, or even launch it into the air - whatever seems appropriate for the type of failure they described.

If the Pilot attempting the Stunt rolls a Critical Failure, then not only does he fail at all of the Stunt Inches, but his opponent gets to add an extra Bonus  " to the inches of Thrust used against him.

9.5 Collisions



The Allied Nations / United Systems warship Ripper acts as a delivery platform for an Orange Transparent Chainsaw the size of a battleship. The Akkadian flagship is less than pleased to accept delivery.

From "Rainbow War II: Jellybean Apocalypse: Grail War"
Elements shown: LEGO

The best thing about big creations is smashing them into other creations. For many budding plastic-brick fans, smashing stuff into other stuff is the first game they play with their brick constructions, and for some it's all the game they'll ever need. BrikWars salutes the Human spirit and its fundamental compulsion to smash.

Limited versions of the rules for handling **Collisions** have been presented twice before, for two specific object Sizes. The rules given for minifigs ([5.4: Charge!](#)) are the rules for objects of Size 1", while the rules given for Horses ([H.3: Fighting From Horseback](#)) are the rules for objects of Size 2". The rules presented here are the generalized rules for objects of any Size running into one another, whether deliberately or otherwise.

Momentum

Momentum:

1 MOM per 4"
of straight-line movement,
up to a creation's **Effective Size**



Knowing of Warhead's uncontrollable mom obsession, the mysterious entity known as FedoraNuker creates an afterlife paradise for the souls of all moms. The ensuing momicide is the first step in a convoluted scheme to break Warhead down using the dark and forbidden art of PsychoTherapy.

From "The Unmortal"
Elements shown: LEGO



Charge attacks are not always on purpose. The Charging rules also apply to minifigs that unsuspectingly run headlong into sharpened-stake booby traps, or locomotives encountering abandoned laundry machines.

Elements shown: LEGO, string



Just as Vergilus Raskolnikov prepares to conquer the Britannian planet of Wraysford, My Little Pwnies swoop in from the FriendZone to crash their own home planet of Ekvestria into it. This event was the provocation for Raskolnikov's famous rallying cry: "Damn you pwnies! I was going to conquer that!"

*Photo: Arkbrik
From "A Collision of Interests, Also Planets"
Elements shown: LEGO*

Collisions become much more satisfying as the colliding objects get bigger, but they also become more complicated. Where a Size 1" minifig can build up a Momentum of 1 **MOM** with a Charge of four inches ([5.4: Charge!](#)), and a Size 2" Horse can gather 2 **MOMs** in a Charge of eight inches ([H.3: Fighting From Horseback](#)), a larger creation is able to build up a correspondingly larger pile of **MOMs** as it extends its Charge over a larger number of inches.

In order to build up its **MOMs**, a creation must Charge in a straight line. The Charge follows the same rules as a Sprint: the path of the Charge may go up or down sloping terrain or over gaps and obstacles if they're small enough for the creation leap over without slowing down, but if the Charge pauses, slows, or turns to the left or right, then all Momentum is cancelled and the creation will have to start over collecting **MOMs** from scratch.

For every four inches in its continuous Charge, a creation gains one **MOM**, up to a number of **MOMs** equal to the inches in its Size (or Effective Size, if it's taken Size Damage ([7.2: Taking Damage](#))).

Large creations may not have enough Move to build up to their full Momentum in a single turn. Creations can extend a Charge over multiple turns to travel the distance required. These extended Charges are best used against inanimate targets like walls and security gates, since a more mobile target can casually walk off of the line of a Charge between turns and sidestep the attack entirely.

In the case of an unintentional Charge, such as for out-of-control vehicles, minifigs running into invisible walls, or paratroopers discovering they forgot their parachute, players may not have been keeping track of an object's Momentum. In cases like these, it's up to the players to estimate the Charge distances after the fact. Only the turn immediately prior to the impact need be considered; objects don't unintentionally make extended Charges.

Players should be generous in overlooking slight curves in the path of an unintentional Charge, since unintentional damage is much funnier than the regular kind.

As a rule, all of a falling object's travel is counted as being in a straight line. Parabolas are a Human invention, and players are expected to forget they know anything about them for the purpose of maximizing damage from falls.

Spending **MOMs**

While Charging creations can potentially have a much larger pile of **MOMs** than minifigs and Horses, they spend them in much the same ways. **MOMs** can be used for boosting extreme vehicular maneuvers or catapult launches, but they are most often used to add damage to a Charging weapon attack (up to a limit of one **MOM** per inch of Charging weapon Size) or KnockBack to a Collision. A **MOM** disappears as it is spent, but the creation can earn its **MOMs** back again by continuing to Charge in further four-inch increments, even during the same turn.

Crashes and KnockBack



Though its turret was knocked off by a giant chicken, Aloysius Black's steam tank still packs a punch - all the more potent because the punch is spiked.

Photo: Bragalot
From "After the Rift"
Elements shown: LEGO

Spiked Crashes

Mounting spikes or other Charging Weapons on the front of your vehicle adds the advantages of a Charging weapon attack to a Crash.

Unless the target Bails and avoids the Collision completely, the spikes Automatically Hit. (If there are multiple spikes on the front of the vehicle, treat the whole mass of them as a single weapon for the purpose of the attack.)

As in any Charging weapon attack, the player can spend **MOMs** to add dice to the spikes' Damage, up to the Weapon Size of the spikes. Depending on how much Momentum the vehicle has, spending **MOMs** before the Collision occurs might save it from taking Crash damage, or it may allow the vehicle to convert more of its **MOMs** into damage than it would have been able to from Crashing alone.

Order of Attack

There are three potential stages in a Charge attack: a Charging weapon attack, Crash damage, and KnockBack. Not every Charge attack will include more than one of these, but when one does, the stages occur in that order.

- If a Charging unit successfully hits with a **Charging weapon attack**, including Jousts, then it can spend its **MOMs** to add dice to the Damage of the attack. Spent **MOMs** are now gone, and can't be used in the Crash or the KnockBack.
- If the Charging unit still has **MOMs** and collides with a target, and either the unit or the target has a Weight class of one or more, then they deal **Crash damage**. The Crash damage is limited by the number of **MOMs** in the Collision, but it doesn't spend the **MOMs**.
- Regardless of whether the Charging unit delivered a Charging weapon attack or Crash damage, if the Charging unit still has **MOMs** and collides with a target then it does 1 **d6** of **KnockBack** for each of its **MOMs**, resisted by the target's **POPs**. This spends as many of the Charging unit's **MOMs** as the target has **POPs** to resist with.

Collisions are an immediate and reliable outlet for aggression. They require no Action Roll, automatically succeeding unless the target manages to Bail out of the way (4.3: *Enemy Response*).

However, they can be equally dangerous to collider and collidee alike. Each object in a Collision does **Crash damage** to the other – as many **d6es** of Damage as its own Weight, up to the total number of **MOMs** in the Collision (including the target's, if both objects were Charging towards each other at the same time).

*Crash Damage doesn't spend or use up any **MOMs** - they'll be spent on KnockBack instead.*

After Crash damage has been resolved, the colliding object delivers 1 **d6** of KnockBack to the target for each of its **MOMs**. The defending object resists the KnockBack with its natural **Physical Opposition**, with one **POP** **d6** for every inch in its Effective Size.

*Objects that are nailed down are only Knocked Back if they were broken by the Crash damage from the collision. If not, all the **MOMs** are lost without further effect.*

If the defending object successfully resists the KnockBack, the colliding object is stopped and loses all Momentum. Otherwise, the Colliding object loses as many **MOMs** as the target object had **POPs** to resist with, and it can then keep right on Charging with its remaining **MOMs** (if any).

Momentum Example: The Black Legion Warwagon



The vehicle designers of the Black Legion have no interest in transporting soldiers safely. Their armored personnel carrier is built as a battering ram with a troop compartment tacked on.

Photo: Kastrenzo
From "Black Legion Warwagon"
Elements shown: LEGO

Warwagon Momentum						
Momentum	0	1	2	3	...	6
	Limited by Size 6"					
Crash Damage	0	1	d6	2	d6	3
	Limited by Weight class 3					
KnockBack	0	1	d6"	2	d6"	3
	Spends MOMs equal to target's POPs					
Physical Opposition	6					
	Determined by Size 6"					



Cordova Coalition Marines are not designed to survive vehicle collisions.

Photo: Kastrenzo
From "Monolith battleplate factions"
Elements shown: LEGO

Marine Momentum		
Momentum	0	1
	Limited by Size 1"	
Crash Damage	0	
	Limited by Weight class ½	
KnockBack	0	1
	Spends MOMs equal to target's POPs	
Physical Opposition	1	
	Determined by Size 1"	

Example: The superior Size and Weight class of a Black Legion Warwagon make it much better in collisions than its natural prey, the Cordova Coalition Marine.



Taking advantage of a solid Sprint roll, the Warwagon guns its engine and launches itself 16" at a Marine trying to reach cover, building up 4 **MOMs** of Momentum. The Marine Bails, but the roll is too low to escape the path of the Warwagon.

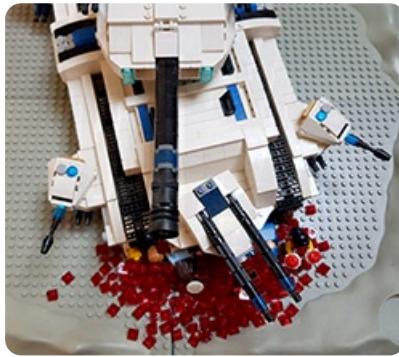


4 **MOMs** carry a potential 4 **d6** Crash Damage. The Warwagon's Weight class of 3 limits this to 3 **d6**. The Marine does not survive the Crash, and is too soft and squishy (Weight class $\frac{1}{2}$) to deal any Crash Damage in return.



The Warwagon's 4 **MOMs** inflict 4 **d6**" of KnockBack to the Marine's corpse. The corpse has a natural 1 **POP**, and resists with 1 **d6**" of Physical Opposition. A massive Critical Success on the Warwagon's KnockBack roll sends the Marine's corpse flying off the battlefield and into a low but stable orbit.

Because of the Marine's single **POP**, The Warwagon's **MOMs** are reduced from 4 to 3. It can use them to continue ramming forward through any additional Marines or random bystanders in its path.



Praetorian tank treads are well-known for their love of trampling minifigs.

Photo: Dilanski
From "V4 Zephyr Class Heavy Tank"
Elements shown: LEGO

If a target is Knocked Back far enough to land on its side or upside-down, the object is **knocked over** and Disrupted, unable to take any Action or defend itself until it gets itself back upright. For vehicles, it's even worse: a knocked over delivery truck is largely helpless, knocked over boats are capsized and sink at the end of their following turn, and knocked over flying vehicles tend to crash.

If the Charging object is larger than its Disrupted victim, it may proceed to run right over it, inflicting a point of **Trample damage** for every inch by which its Effective Size exceeds that of its victim. Smash and Trample damage are cumulative with any other damage dealt in the course of the Collision.

Falling Damage

Falling Damage is treated as a Collision between a falling object and the ground. This doesn't generally end in success for the falling object, since the ground has a Size rating of over nine thousand, making its Physical Opposition almost limitless.

Generic ground surfaces can be divided into soft and hard ground according to color. Green (grass), brown (soil), or tan (sand) ground is considered comparatively soft with Weight 1, and so never does more than 1 **d6** of Crash Damage. Gray (stone) or black (asphalt) ground is considered much harder, with Weight 3, meaning it can do up to 3 **d6** of Crash Damage if an object falls far enough to build up the necessary Momentum.

If the falling object does enough Crash damage to exceed the ground's Armor rating (1 **d10** for soft ground, 3 **d10** for hard ground), players may elect to build a crater ring around the impact site, with bricks of height and inches of diameter equal to the falling object's number of **MOMs**.

It's a generally accepted action-movie fact that pools of liquid such as water or quicksand, no matter how shallow, will cushion Crash landings safely and completely. Of course, if the liquid is something like stomach acid or hot magma, it may subsequently do other types of damage on its own.

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CHAPTER TEN

Creatures



When Bawss Grimjaw tears through the scribble portal on the mighty WarWrekks, the Immortal legions defending the ruins of Conselia City know they're in for a Brootal day.

*Photo: Kenny "Kommander Ken" Bush
From "Between a Rock"*

Not all creations are designed for active roles. Objects like trees, warehouses, and bridges perform their duties perfectly well by just sitting there and not wandering off at critical moments. If a creation is intended for more proactive tasks, such as moving around, carrying loads, or vaporizing civilians, it needs either a mind of its own or an intelligent operator at the controls.

The difference between a **creature** and a vehicle is that creatures are capable of independent thought and action, whether their brain is composed of meat, circuitry, or magic. A mech piloted by a minifig is a robotic vehicle; a mech operating independently to destroy all minifigs is a robotic creature.

10.1 Minds

Action Enhancements	
Base	Enhancements
	▶ d8 ▶ d10 ▶ d12



Of all the inadvisable weapons and devices ever bolted onto a creation by negligent Humans, the **Mind** is the most destructive. A Mind harnesses the power of an Action Die to turn a structure or vehicle into an independent creature, granting it one Action per turn without any corresponding sense of moderation or decency to use that Action wisely.

Action Dice

Action Dice		
Action Die	Skill Level	Over The Top Chances
d4	Incompetent zombies, civilians (see <i>Half Minds</i> , below)	0%* (0/4)
d6	Capable standard troopers	17% (1/6)
d8	Expert specialists, officers, veterans	36% (3/8)
d10	Heroic Heroes	50% (5/10)
d12	Supernatural demigods, immortals	58% (7/12)

* - Action d4's can't roll high enough to take an Action Over the Top. The best they can do is earn a Bonus d4 on a Critical Success.



Falsely accused of counter-revolutionary actions and subjected to brain transfer experiments, Yuri Ksovlov managed to build a robotic suit around his cranial vessel and escaped.

*Photo: Duerer
from "Duerer's Space Commie Forces"
Elements shown: LEGO, solitude*

Like weapons, propulsion systems, and controls, a creature's Mind must be represented by a specific physical component on the creature. For minifigs and other organic creatures, the Mind is usually contained in the head, but a Mind can be located in any appropriate container: a computer A.I. core, a haunted phylactery, an extradimensional energy crystal, or a haphazardly-wired brain in a jar, for example. If the component containing the Mind is destroyed, the Mind is also destroyed, and the creature becomes an inanimate object again unless it has at least one backup Mind still functioning.

Active BrikWars units have an Action d6 by default. For independent creatures, the d6 is all in their own Mind, while vehicles, weapon emplacements, and dependent creatures rely on the d6 in the Mind of a minifig handler or operator.

Abilities

Creatures with Minds have the same general abilities as a regular minifig. As long as they have the proper appendages, they can use equipment, open doors, and toss items around as normal. Common sense and a liberal application of What I Say Goes Rolls should be an adequate guide for whether a creature has the proper body shape to work a stick shift or the fine manipulators to type on a keyboard.

Carrying and Manipulating Objects

By default, creatures have one pair of arms and **hands** (or close equivalents) that they can use to carry and manipulate objects (see *Carrying Items in 7.3: Field Construction*).

Appendages

Appendage	Skills	Attacks		Notes
Hands 	carry, throw, and operate	none		can Grab or Shove
Teeth and Claws	carry or drag	Bite / Claw		may Grab on hit Action  in CC
Horns and Antlers	push	Ram	 x 	Charging weapon may Shove on hit
Hooves and Clubs		Kick / Club		may Shove on hit
Stingers	none	Sting	 x  Poison	

All Natural Attacks have Use:  +1 and Range: CC.

Extra Hands



A standard minifig comes equipped with two hands, but there's no reason for players to limit themselves to the stock package when exploring the full range of creatures.

Minifigs and other creatures with extra sets of hands are subject to the same Power and Action limits as any other unit: twice as many inches of Weapon Size as their own Effective Size, and one Action focused on one target per turn (unless they also have Multitasking abilities).

Depending on the Size and weapons of the creature, this may dramatically increase their Close Combat maneuvers. A 2" Genie with four arms could swing four one-inch minifig weapons at once. A regular 1" minifig can still only swing a 1" minifig's worth of weapons, even if he's carrying four hands' worth.

Creatures without hands or equivalent appendages may be able to clumsily carry and drag objects, but they can't operate weapons or devices in any useful way. To compensate for this, handless creatures develop improved natural combat abilities, gaining **natural attack** weapons with a total Weapon Size up to their own body Size ([8.1: Weapon Size](#)). Dogs can bite, horses can kick, giant scorpions can sting, and possessed food processors can initiate a hostile puree maneuver.

- A creature with **hands** has no special natural attacks. It can use its hands to make Grabs or Shoves, and it can use hand-held weapons and equipment items appropriate to its Size.

Examples: Minifig hands, monkey paws, robot manipulators

- A creature with teeth and claws can carry and drag objects as long as it doesn't mind getting them scratched up and slobbery. When making **Bite / Claw** attacks, its Action Die is raised to a  for Close Combat rolls, and it can make an automatic Grab with any successful hit.

Examples: Dog teeth, lobster claws, octopus tentacles, tardigrade pharynxes

- A creature with horns or antlers can push things around, and will sometimes find an object it can hook and lift. When making a **Ram** attack, its horns are a Charging weapon, and it can add a Shove to any successful hit.

Examples: Mammoth tusks, triceratops horns, moose antlers, unicorn horns

- A creature with hooves or club appendages can use them to smash things but not much else. **Kick / Club** attacks can add a Shove to any successful hit.

Examples: Horse hooves, ankylosaurus tails, giraffe horns, modeling clay blob pseudopods

- Creatures with stingers use them to **Sting**, not to waste time manipulating objects. Sting attacks do s of Poison damage ([F.1: Hazard Dice](#)).

Examples: Scorpion tails, stingray spines, giant bee butts, platypus spurs

Multitasking

Like a minifig, a creature with a standard Mind has one Action and can focus on one target per turn. If that's not enough for the species a player is imagining, they can add additional  Minds as Size Enhancements.

These extra Minds must have a physical location. They may all exist in the same physical element as the creature's original Mind, or they may be put in different places if the creature doesn't want to put all its eggs in one basket.

Each Mind can receive Enhancements (+1 Action Die size) or Impairments (Half-Minded) separately - a multi-brained creature might be an expert () for its first Action every turn, but incompetent () any time it goes for a second one.

A creature with an extra Mind has an extra Action (and an extra Action Die) that it can use to focus on one additional target during its turn. With extra Actions, a creature with multiple Ranged or Close Combat attacks can divide them between multiple targets in the same turn, or use them to make multiple types of attacks on the same target. A multi-brained or superintelligent creature can even take two or more completely dissimilar Actions in the same turn (e.g., playing the piano while laying down sniper fire); however, it may not use the same weapon, hand, or equipment item for more than one Action during the turn, and it cannot use more weapons or devices than are allowed under its Power limitations ([8.1: Weapon Size](#)).

Multitasking Example: Professor Monkeyhead



Elements shown: LEGO, Little Armory

Example: A pioneer in the field of self-bioengineering, the six-armed Professor Monkeyhead is brilliant but insane.

Once a normal minifig student with an Action **d6**, the future Professor improved his Mind to a powerful Action **d10** by using programmed monkey impersonators to attend classes in his place.

With all the extra brainpower saved by avoiding formal education, Professor Monkeyhead was able to develop innovative techniques in the field of replacing his own head with a monkey. In the process, he gave himself four extra arms and a second monkey Mind with an Action **d6**, allowing him to focus on two Actions simultaneously at different levels of skill.



He's still Size 1", so even with the extra hands he's still subject to a minifig's Power limit of two weapon inches, but he plans to use the extra Action for filling out grant applications and claiming authorship on his grad students' research.

Half Minds

Creatures with Minds are fully independent, able to form their own strategies and wage effective warfare without supervision. If this doesn't fit a player's vision for their creature, they may elect instead to give it a **Half Mind**.

Half Minds		
Impairment	Usefulness	Notes
Incompetent	open to Stupidity zombies, civilians	Action d4
Programmed	while executing program robots, mind-control victims	can be reprogrammed
Submissive	when directed by a master horses, fanboys	accepts new masters when free
Subjugated	while restrained by an oppressor slaves, schoolchildren	never controlled by oppressor once free

Creature Mobs

Not all creatures in a warzone are there to fight on the side of a player-controlled faction or team. Civilians and wild animals wander around obviously, zombies and monsters attack without discrimination or objectives, neutral combatants act as annoying speed bumps and background extras, and forces abandoned by their players because of final exams or FBI raids struggle to find meaning in the absence of Human leadership.

Creatures in a battle who aren't aligned with a specific player are mobs, and they're controlled by Mob Rule (MC.5: Endgames).

Half-Minded creatures operate no differently than full-Minded creatures as long as their requirements for **usefulness** are met. A Horse is useful when a rider directs it, a computer is useful while it has a program to execute, an office employee is useful while under the lash, and a regular civilian can be useful when he's not being an idiot.

When the requirements for usefulness aren't met, a Half-Minded creature becomes a liability. The player controlling the creature must choose an enemy player and hand control of the creature to them. The enemy player, on their next turn, may then direct the creature to take either its movement or its Action (but not both). At the end of the turn, if the creature has not been returned to usefulness, that player must hand control of the creature to an enemy of their own. Control passes from enemy to enemy until the creature has been made useful again or until it is killed or otherwise removed from battle.

- An **Incompetent** creature is similar to other full-Minded creatures, but due to a lack of training, motor skills, or intelligence, it is prevented from being an effective combatant. An Incompetent creature's Action die is set at a **d4**, which means it can never roll high enough to go Over the Top. Instead, an Action **d4** can earn Bonus **d4**'s on a Critical Success like non-Action dice.

Incompetent units are blessed with an increased capacity for **Stupidity**. If a player controls more than one Incompetent unit, then at the beginning of their turn, before taking any other action, they must select an enemy player to direct how their Stupidity plays out.

The enemy may select any of the player's Incompetent units to control as if it were their own, as long as the same unit isn't selected on two turns in a row. The controlled unit can either take one Action or take one turn's worth of movement, and then becomes confused and does nothing else for the remainder of its turn. A unit isn't able to use any of its Specialty abilities while being controlled.

It's nice if the enemy has a good story for why the unit chose that particular Stupid behavior, but not required; Incompetence doesn't have to make sense.

Examples: Zombies, civilians, zombified civilians, corporate middle managers, clone-brand minifigs, ogres, mutants, politicians



The Space Commies are well-known for their questionable attempts to train animals for warfare. The Type-9 Self-Propelled, Remotely Detonated Anti-Tank mines destroyed as many allied tanks as enemy ones.

*Photo: Silent-Sigfig
From "Space Commie BMD-300 IFV and Self-propelled mines. (not cool)"
Elements shown: LEGO*

A **Programmed** creature is limited in its ability to make high-level strategic decisions, and instead follows a simple set of behaviors.

Programmed creatures are given a list of behaviors at the beginning of the battle, and may only behave in accordance with those instructions. A Programmed behavior must be specific: "Move to the nearest wounded allies and attempt to heal them" or "Stay within 5" of the nearest allied troops and fire at enemy combatants" are fine Programmed behaviors; "Defeat all enemies" and "Win the battle" are not. Random animals and wildlife are sometimes treated as Programmed for efficiency's sake, with short behaviors like "flee from any nearby threat" or "if it's nearby and looks edible, try to eat it."

While not technically creatures, mechanized defense systems are often given Programmed behaviors as well, such as "fire at anything in range and moving" or "if intelligent life is detected, release deadly neurotoxin gas."

Mechanized traps are often set up with free Triggers rather than expensive Minds - see F.2: Traps.

A Programmed creature is useful as long as it has a program to execute. Deleting the program or tricking it into a paradox can cause the creature to go haywire.

Examples: Kill-bots, golems, summoned elementals, guard dogs, mind-control victims, bureaucrats, sheep

- A **Submissive** creature may have the ability to think on its own, but it prefers to obey the commands of a master. Under an intelligent minifig's direction, the creature may act as intelligently as if it had a full Mind, but if abandoned, the creature reverts to whatever animal-like behavior seems appropriate: milling around aimlessly, running and hiding, or attacking everything in sight.

A Submissive creature loses its usefulness if its master dies, wanders off, or stops paying attention. If another intelligent minifig can catch a masterless Submissive creature, regardless of whether he's on the same team, the creature accepts him as its new master.

Examples: Steeds, androids, grad students, interns, emotional support monsters, targeting computers, football players, talk radio listeners, fetishists, cultists

- Subjugated** creatures are oppressed with physical restraints or a threat of violence and forced to cooperate against their will, with Half a Mind to break free and run amuck. As long as they are kept Subjugated, they must follow the orders of their captors, but if they become free, they will go to any length to prevent being Subjugated again. This usually means attacking their captors or fleeing the battlefield, but can also be as simple as just attacking everything in sight, regardless of allegiance.

A Subjugated creature must be kept in restraints or within attack range of an armed overseer in order to be useful. If this condition isn't met, the creature breaks free. Control of the creature is handed from enemy to enemy as usual, but can never be handed back to their original oppressors, even if they're captured and put back in chains. If the original oppressor is the only enemy at the table, control does not transfer.

Once freed, a group of formerly Subjugated units receives one Instant Benny at the beginning of every turn, which they can use for directly attacking the forces of their former oppressor.

Examples: vampiric thralls, schoolchildren, chain gangs, draft oxen, conscripts, retail employees

10.2 The Medik

Hospital 555



Records of minifigoids existing prior to Hospital 555's founding in the 1,976th Rekonstruktion are hard to verify. Myths and legends tell of wildly varying mutant dysfig races, from stunted and limbless homunculi to strange noodle-limbed giants.

The notorious Hospital 555 was staffed by faceless and limbless protofigs who captured unsuspecting minifigoids and performed horrifying genetik experiments on them. Their ABS gene-splicing madness resulted in a new order of fig entirely, equipped with arms, hands, legs, and even a face.

Consumed with rage and bloodlust after surviving experimentation twice as gruesome as technically possible, the new life form broke free from its restraints, killed the protofigs who created it, and escaped into the world. This deadly killer, genetically engineered for destruction, was the first true minifig: the Deadly Spaceman.

This is also how babies are made.

(BrikWiki entry: [Hospital 555](#))

Creatures are as susceptible to damage as any other creation. Size Damage, Component Damage, and all the other special Damage types work exactly the same way ([7.2: Taking Damage](#)).

When doing damage to a living creature, it's important to remember that its head and body are treated as the central structure, while any limbs, wings, tails, or tentacles are surface elements. If the creature has an Armor of 2^{d10} or better, these surface elements have a Weight class one level lower than the main body ([7.1: Structure](#)).

Creatures have an extra vulnerability in that their Minds have a physical location, and they can be specifically targeted like any other device. For most creatures, destroying or severing the head is usually enough to end its adventures in a single stroke. If the location of a Mind isn't obvious from a creature's anatomy, its owner should point it out to the other players on request.

Another disadvantage of biologikal creatures (like minifigs) is that when they get wounded, they can't be conveniently patched up or reassembled by any passing Mechanik. A Mechanik's abilities only work for mechanical devices, not living flesh.

There are settings in which this rule becomes fuzzy - biomechanikal alien species, Lovecraftian abominatrices, and mad-geneticist vivisectors may occasionally pop up with attendant Mechaniks for whom biological parts are interchangeable with mechanical ones. This is entirely setting-specific, but should be discussed by players beforehand.

The Medik

The Medik



Action: d6 **Move:** 5" **Armor:** 4

Ker-Triage! (d8) (+2CP)

* requires Medicinal Tool

Roll	Amputations
6+	Instant Revival
5	No Amputations
4	1 Amputation
3	2 Amputations
2	3 Amputations
Crit Fail	Head Amputated

The Medik

Action: d6 **Move:** 5" **Armor:** 4

Mediks find sadistic joy in reviving their fallen comrades over and over again in order to experience all-new agonies and deaths. All minifigs live in terror of their army's Medik, and pray that the next grenade they catch is their last.

Ker-Triage! (+2CP)

Battlefield conditions leave no room for fancy-pants medicine like "sanitary disinfectant" or "Hippocratic oaths." Instead, the brave field Medik relies on a single tried and tested methodology: **Amputation**, often of the multiple-limb or cranial variety.

If a fallen minifig or other Creature still has at least one head attached, a Medik can use his Action to attempt to revive it by rolling on the **Ker-Triage! Table**. The Medik rolls his Specialty ♦ if he has a suitable surgical Tool, or a d6 if he's using any other cutting implement. Additional Mediks can use their Actions to **Assist**, each increasing the die size once, to a maximum size of d12.

(Download the Medik card)



Deep Space Management Mediks have no time for subtlety. A massive electric shock to the groin revives this fallen trooper in a hurry.

Photo: BrickSyd
From "An Old Friend"
Elements shown: LEGO

Fortunately, there are minifigs who specialize in meat-based repairs just like Mechaniks specialize in reconfiguring machinery. The **Medik** is a unit specially trained to perform impromptu surgeries in the field, cruelly reviving fallen soldiers over and over again so that each one can experience repeated deaths in the greatest agonizing variety.

Ker-Triage!

Ker-Triage! Specialty:

allows a Medik to perform field amputations to revive fallen minifigs and creatures

Lacking fancy operating facilities or any time for second opinions, the Medik uses the tried-and-true methods of **Ker-Triage!**, allowing him to quickly discern how many limbs need to be **amputated** in order to bring fallen minifigs and creatures back up to combat readiness.

Ker-Triage!

Roll	Amputations
6+	No amputations; instant revival
5	No amputations
4	1 amputation
3	2 amputations
2	3 amputations
Crit Fail	Head amputated

Minifig Limbs

There are many types of minifigs from many different companies. Some are designed with arms and legs (and heads) that are easy to remove; some aren't, and some (especially older ones) can only be dismembered at the risk of damaging the minifig in the process.

Rather than removing an arm and risking damage to the shoulder socket, it's sometimes more practical to remove a hand instead. This counts as amputating the whole arm; players cannot then amputate the handless arm and count it as a separate amputation.

Rather than removing a leg and risking damage to the hip peg, it can be easier to remove the set of both legs and replace one of them with 1x1 bricks.



The pregnant II-Duchessa arrives on Bas-Tyra, already in contractions. Doctor Almagna prepares his birthing knife and expertly predicts the labor will take six turns.

Photo: Scratch
From "HEAT IN THE JUNGLE"
Elements shown: LEGO

A Medik carrying proper medikal Tools ([3.4: Desperate Measures](#)) can attempt to revive a fallen minifig or other creature of Size 1" or greater as long as it has at least one head still attached. To do so, he declares a Construction Action, similar to a Mechanik's ([7.3: Field Construction](#)), and begins operating.

At the beginning of his next turn, if the Construction Action wasn't interrupted, the Medik rolls his Specialty **d8** on the Ker-Triage! Table. (If multiple Mediks are operating on the same patient, they each roll separately, and only the highest roll is used.)

A Medik without his Tools can attempt impromptu Ker-Triage! with any bladed weapon instead, but he rolls a **d6** rather than a **d8**.

If the Medik rolls a five or greater, congratulations! The minifig or creature is revived with no ill effects. It may immediately stand up and re-equip itself as needed (so that players don't forget it's alive), and it can continue fighting as normal starting on its following turn. (On a six or better, the revived creature can jump up and take its turn immediately.) Creatures larger than Size 1" are revived with an Effective Size of 1", along with the limitations that entails - a maximum of Armor of 1 **d10**, in particular ([7.2: Taking Damage](#)).

If the Medik rolls less than five, then the problem is more serious and he'll have to perform one or more **amputations** in order to save the patient. The amputations succeed automatically; the Medik doesn't need to make any Action or Damage Rolls or spend any more Actions to remove the number of limbs indicated by the Ker-Triage! result.

Each useful limb removed (or otherwise disabled, for creatures whose limbs can't be removed) counts as one amputation. Arms and legs are the most common limbs chosen; wings and tentacles will also do. Tails don't count.

If there are not enough regular limbs to satisfy the amputation requirements, the Medik has no choice but to amputate the head. This may still save a creature if it has extra heads in reserve, but a normal one-headed creature will now be dead beyond any hope of Medikal revival.

If the Medik's Construction Action is interrupted, he still rolls on the Ker-Triage! Table and performs the indicated amputations, but the minifig or creature is not revived. The Medik can continue attempting Ker-Triage! on subsequent turns.

Effects of Amputation



This tavern lout picked the wrong girl to drunkenly accost, as he discovered when Major Natalya offhandedly disarmed him.

*Photo: Quadruple.Digits
From "Hey, you're... LET'S FIGHT!"
Elements shown: LEGO*



Decapitation

In the Core Rules, dead is dead, and the treatment of corpses is a matter of taste. Whether they slump over uneventfully or their bodies are blown into plastic bits depends only on how excited the players are about the quality of the attack.

In a battle that includes Mediks, injuries can make a big difference between easy revivals and hopeless casualties. A minifig with both legs blown off by Something Bad is two points closer to failure on a Ker-Triage! Roll than his anatomically intact buddy, and it's important to track who's just mostly dead and who's really, truly, no-fooling dead.

If creature is killed by an attack whose damage is double the creature's Armor or more, then it's decapitated. Its head is removed, along with any extra heads and whichever other body parts seem appropriate, to show that there is no chance of revival by Mediks on the battlefield.

The complete loss of an arm or leg is a massive trauma that causes all surrounding tissue to swell and adrenaline to course through the body, cutting off blood loss and allowing the creature to ignore the pain, at least until the end of the battle.

No matter how many limbs a creature loses, it's still capable of doing damage. Even a creature with no limbs at all can offer its services as an unusually talkative truncheon.

Effects of Amputation	
Limbs	Effects
Legs/Wings	
One leg/wing lost	-1" Move each
Legs reduced by half	Half Speed cumulative with other Move penalties
Wings reduced by half or all legs lost	Move reduced to 0" may use Action to drag self the length of remaining arms
Arms	
Reduced to one arm	may not use two-handed equipment

All arms lost	may not hold items or use devices requiring hands
Heads	
One head lost	-1 ☀ Action
All heads lost	Death



Spiders have a natural advantage when it comes to disposable limbs. Players might rule that it takes two spider legs to count as a single limb for Medikal amputation purposes.

*Photo: Bookwurm
From "Axeleron Chronicle: The Battle of Arctis Tor"
Elements shown: LEGO*

For regular propulsion types, if half or more of the creature's propulsion limbs are lost, it moves at Half Speed after applying all other penalties. For flight Propulsion, the loss of half of the Propulsion limbs means the creature is grounded and cannot fly.

If all of the propulsion limbs are lost, the creature is limited to dragging itself along by the length of any arms it still has attached. (For minifigs, whose arms are each 1/2" long, this means that a minifig with both arms and no legs can drag itself one inch per turn.) This uses up the creature's Action for the turn, and it may not use its arms for anything else.

Even if it's still able to drag itself around, a creature with no propulsion limbs is treated as one that has no Move ability - it may not Sprint, Bail, or use Angry Inches, and all Close Combat attacks against it are Automatic Hits.

A creature who loses one or more hands or arms is limited in other obvious ways. A creature with only one hand can't use a Two-Handed or Long-Ranged Weapon. A creature with no hands can't use any hand-based tools or weapons at all. Less common objects have to be considered on a case-by-case basis; it may take a What I Say Goes Roll to decide whether a given armless minifig can successfully operate a door latch with his teeth or mash the launch button for an intercontinental ballistic missile with his face.

Bandages

Where a Mechanik can use Patch repairs to repair constructions and machinery ([7.3: Field Construction](#)), a Medik is able to **Bandage** wounds for larger creatures who've lost inches of Size Damage.

In order to bandage an inch of Size Damage on a creature, the Medik takes a Construction Action and performs Ker-Triage! as usual, but adds a bonus +1 to his Ker-Triage! Roll for each inch remaining in the creature's Effective Size.

On a Critical Failure, the bandage fails, and the creature takes an additional inch of Size Damage rather than being decapitated. Otherwise, as long as the creature's final head isn't amputated, the bandage is successful. The Medik's player attaches a random piece to the creature as a bandage (white or red pieces are traditional), and the creature's Effective Size goes up by one inch, to a maximum equal to the creature's current actual Size. The creature can immediately jump back into the fight if the Ker-Triage! roll is a six or greater; otherwise it spends the turn recovering.

Bandages are fragile, and restored inches of Size Damage only last as long as the Bandage does. A Bandage piece that takes even a single point of damage is destroyed, and its benefits are canceled. The creature suffers the Bandaged inch of Size Damage all over again.

10.3 Dangerous Beasts



A scout detachment from the Unified Republik of Poland is unlucky enough to be successful in locating the twilight lynx, the deadliest Great Beast known to minifigkind.

Photo: Duerer
From "Zjednoczona Rzeczpospolita Polska cie jebie na 300%!"
Elements shown: LEGO, twilight lynx

The playthemes of the construction toy world offer any number of pre-molded beasts and monsters, and there's no limit to the custom species players might come up with on their own. Most of these creatures can be handled as variations of standard units - a dragon, for instance, is a Flying Horse with a FlameThrower on its face, while a telekinetic alien is just a regular minifig with a couple of SuperNatural Dice (*Chapter D: The Dice*).



The variety of possible Creatures is limitless, but gauging their relative strength is as simple as measuring the lengths of their spinal column and cranium. Tails and jaws are excluded.

Elements shown: LEGO

Dangerous Beasts				
Creature	Action	Move	Armor	Attack
Vermin Size 0"	d4 Incompetent	4" Spidering	0	Tiny Bite
Minifig Size 1" (Ch. 2: <i>The Mighty Minifig</i>)		5"		Hands:
			4	

Horse Size 2" (Ch H: The Horse)	d8	10"	Kick
Great Beast Size 3"+		d10	Ram

Creatures are categorized by the Size measurement of their head and body (or their closest anatomical equivalents), ignoring limbs and other surface appendages. The baseline default creatures for Size 1" and 2" are the minifig and the Horse, each described in their own chapters. The standard Size 0" creature is a **Vermin**, and the standard creature of Size 3" or larger is a **Great Beast**.

Vermin

Vermin				
Creature	Action	Move	Armor	Attack
Vermin	d4 Incompetent	4" Spidering	0	Tiny Bite or Tiny Spit
Flying Vermin		4" Flying		
Venomous Vermin		4" Spidering		Tiny Sting

Tiny Attacks			
Attack	Use	Range	Damage
Tiny Bite	1	CC	1 Tiny
Tiny Spit		5"	
Tiny Sting		CC	d4-2 Tiny Poison

Tiny damage only affects targets of Weight ½ or less.



Vermin are creatures that are so small that their Size is rounded straight down to zero. The most common Vermin are the simple one-piece pre-molded animals scattered as props in adventure settings: snakes, bats, spiders, parrots, and babies, for instance, depending on the genre. The small Size of Vermin makes them ineffective as individual units, so they are best deployed in swarms, giving them strength in numbers to harass unarmored foes and support the attacks of larger allies.

All Vermin are Half-Minded: Incompetent. On any team with multiple Vermin, it's almost guaranteed one of them will do something Stupid on every turn ([10.1: Minds](#)).

Size Zero

The Value of Zero



With their Size of zero, players might expect that Vermin have zero value as well. As technically accurate as this might be, a Vermin has a hard enough life already, and so it's assigned a pity value of ¼ Unit Inch.

Pity has its limits, and adding up a bunch of fractions is more trouble than the Vermin are worth. A player who has a large number of Vermin should arrange them on one or more flat brick plates, give them enough room that they're not touching each other, and then measure the Size of the whole swarm.

Vermin are so small that they have no Size or mass at all. They can be carried like equipment items, or swung or thrown as Random Objects for Bite Damage. When throwing or Launching bundles of Vermin, the size of the overall bundle is used, not the sum of all the Vermin's individual zero-inch Sizes.

Zero weight gives crawling Vermin the **Spidering** ability: they can climb on any vertical or inverted surface at no penalty (although they must end their turn in a stable position for practicality's sake), and they are immune to Falling Damage ([9.5: Collisions](#)).

A Vermin with proper appendages can carry a one-handed minifig equipment item or weapon at no penalty, or two such items (or one two-handed item) at Half Speed. It can't throw, operate, or use them in combat, or operate mounted weapons or other devices. Vermin have zero Momentum and offer zero Physical Opposition, and cannot attempt Shoves, even on other Vermin.

Vermin have a Weight class of zero and zero Armor. Any attack that hits a Vermin skips the Damage Roll and kills it automatically, making groups of Vermin especially vulnerable to area effects like Explosions and Arc Fire. If Vermin are

Disrupted, units and objects of Size 1" or greater can crush any number of them underfoot with Trample damage (9.5: Collisions). If a Vermin isn't Disrupted, a unit can choose one of them to try to stomp on, but must treat this as an Attack with Use:0. The Vermin can attempt to Bail out of the way if it wishes, or hope that the stomper Critically Fails the Attack Roll.

Due to their small Size, all attacks against Vermin have a -2 Action Penalty for target size (5.1: Making Attacks).

Tiny Attacks



Deep within the Wyrdwood, Summer Fey use honeycomb lanterns to direct massive colonies of bees in the production of honey mead and the stinging to death of enemies, not necessarily in that order.

*Photo: Bookwyrm
From "Tome of Axeleron"
Elements shown: LEGO*

Vermin don't have the natural attacks of larger animals. They must rely on a Tiny Bite, Tiny Spit, or Tiny Sting.

A Vermin's attack is painful but not particularly dangerous. It's only effective against unarmored creatures of Weight ½ or less, and even then it only does 1 point of Damage (or 1d4-2 Poison damage for Venomous Vermin). A creature with a higher Weight class or wearing armor can ignore Vermin completely, even if the Vermin are crawling around all over it.



If a Venomous Vermin's Tiny Sting does zero points of damage or less, it fails to break the skin and the Poison effect is canceled.

Vermin attacking a minifig in cooperation with non-Vermin are subject to the usual limit of three Close Combat attackers in the same turn, or else they risk being struck by their own allies' attacks. Vermin attacking by themselves can ignore this limit, forming a swarm that can pile as many attacks onto an unarmored creature as there are Vermin able to reach it.

The Vermin's single point of damage isn't enough to threaten most enemies, although their combined damage can bring down a full-sized minifig if enough of them make successful Bites at the same time. Vermin are more useful for outnumbering opponents in Close Combat to inflict Action Penalties, and for absorbing attacks to protect higher-value allies.

Animals



Animals of Size 2" or greater can and should be used as minifig steeds, as these Urk Raptor Cavalry demonstrate.

*Photo: Red Rover
From "Novium (Futuristic Fantasy)"
Elements shown: LEGO*



*Photo: Zahrul
From "The Enigma of Sol"
Elements shown: LEGO*



Great Beasts can be made even greater with the addition of second-story balconies and gold trim.

*Photo: Dienekes22
From "Dienekes Medivo Factions"
Elements shown: LEGO*

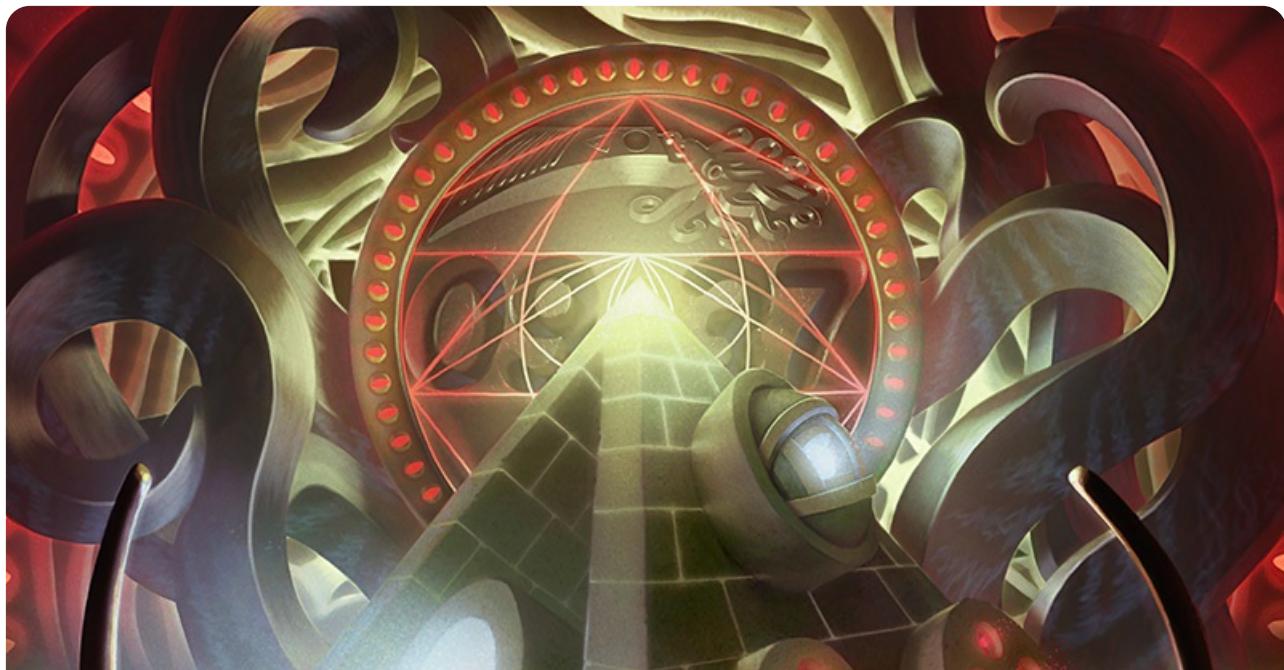
Common Animals				
Creature	Action	Move	Armor	Attack
Size 1": Minifigs and Their Peers				
Minifig				Hands:
Pig				none
Dog / Wolf				Bite
Monkey	d6	5"	4	Hands: Ram
Mountain Goat		5" Spidering		

Octopus		5" Swimming	Claw
Stingray			Sting
Size 2": Horses and Other Steeds			
Cow		5"	Ram
Bear			Bite, Claw
Panther			Bite
Velociraptor			Kick
Horse		10"	Kick, Tiny Spit
Ostrich			Kick, Ram
Camel			Bite, Claw
Unicorn		10" Flying	
Hippogriff			Bite
Pteranodon			Ram
Crocodile	5" Ground / Swimming	1d10	Claw (faceblade)
Shark	5" Swimming		
Dolphin	10" Swimming	4	
Sawfish			
Size 3"+: Great Beasts			
Rhinoceros	10"		Ram
Hippo	5" Ground / Swimming	1d10	2" Bite
Great White Shark	10" Swimming		Ram
Elephant	10"		2" Ram
Mammoth		1d10	2" Ram
Triceratops	10" Half Speed	Deflection (head)	2" Ram
Stegosaurus		1d10	3" Club (tail)
T-Rex	10"	1d10	2" Bite

Whether pre-molded or player-built, brick animals' stats and abilities are kept simple for the sake of convenience. Animals of the same Size are roughly equivalent to each other (with some room for Fudge - a monkey is strictly superior to a pig in a battle, for instance, although a pig is superior in a breakfast). Animals of Size 2" or larger can be ridden as steeds, although the sea creatures can be tricky if they lack dorsal studs for mounting.

Most basic animals have a single 1" natural attack ([10.1: Minds](#)). Great Beasts can have bigger natural attacks, if their attack appendages are large enough to justify it; the Sizes of Great Beasts vary more than their lesser counterparts.

10.4 Monsters





His 09 tentacles unorchestrate all chaos. His 37 eyes incomprehend all mayhem. BrikThulhu Ragnobloktopus, sovereign antilord of entropy, lays bare the illogik underlying brik reality. With fecundating violence, he brings life to shelf display pieces and unbuilt sets alike, leaving monsters and shattered minds in the wake of his passing.

(BrikWiki entry: [Brikthulhu](#))

Common Monsters				
Creature	Action	Move	Armor	Attack
Corrupted Minifigs				
Dimmy	Incompetent $d4$	5"	4	Dimmy Bite Hands:
Jaw-Jaw			1 $d4$ Regenerating	Suck Hands:
Brikfig			1 Modular	Ram Reconstruct

Furfig			4	Natural attack Hands:
Figures of Unusual Size				
Munchfig Size 0"	 Incompetent	4" Spidering	0 Edible	Tiny Bite
Bastardfig Size 1.5"		5"	4	
Bigfig Size 2"				Hands:
Brutefig Size 3"	 Stupidity	4"	2 Deflection	
Giantfig Size 4"+		10"	1	
Monstrosities				
Dragon		unknown		
BrikThulhu		N/A		Ensanity

Monsters appear in limitless variety and adhere to no standards. Each Monster can have features and abilities unique among creatures and even among other Monsters of the same type.

Corrupted Minifigs

The KLOan Menace

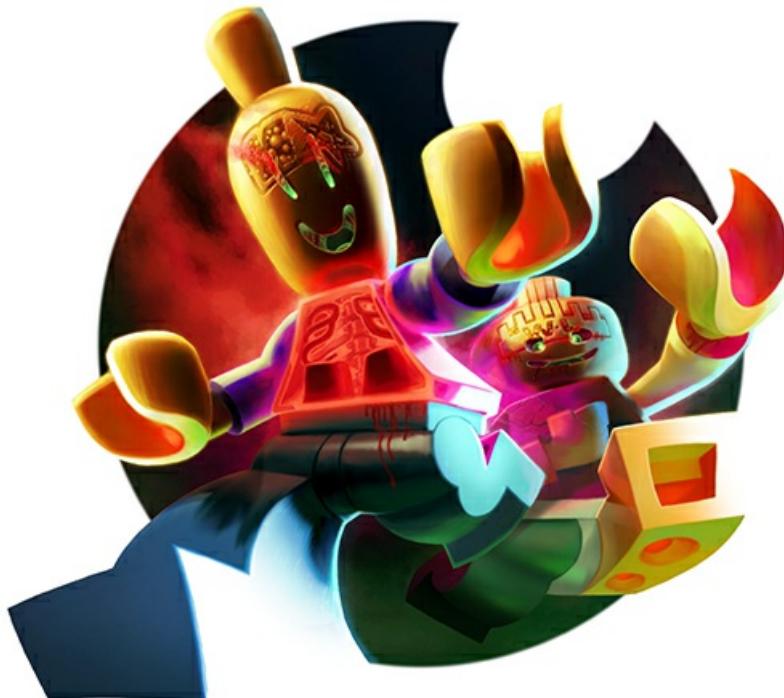
In the positive BrikVerse, true ABS is harvested from plastic rainbow mines in the form of Legitimitium ore.

In the backwards NegaVerse, the Nega-Bloktrix and her allies rely on cheaper methods. Kounterfeit Leg-Ore flows in molten streams from the twin volcanoes of the capital fortress Nega-Blokia, where it's diverted into industrial molds for Piece-with-Only-One-Purpose creatures and vehicles for the BrikVerse invasion force.

Kounterfeit Leg-Ore, or KLO, is cheaper to obtain than true Leg-Ore, but the use of KLOan bricks results in half-assed constructions and defective devices that enrage any pure-hearted minifig who encounters them.

Where small pockets of corrupted minifigs could be found in the BrikVerse prior to its 2,001st Rekonstruktion, the influence of the sudden and overwhelming increase of KLO during the NegaVerse's POOP Dragon Invasion caused the corrupted minifig populations to explode, often literally.

(BrikWiki entry: [KLOan Brand](#))



Under the corrupted ablogical effects of Kounterfeit Leg-Ore, minifigs seared with a KLOan Brand become warped and distorted, as if they were incompetent forgeries made victim to shoddy manufacturing practices.

Corrupted minifigs are similar to regular minifigs with one or more horrifying alterations. Some have animal heads, some are made entirely out of bricks, and at the lunatic extreme, some even have noses. While not especially dangerous individually,

corrupted minifigs often attack in swarms, overwhelming their victims by force of numbers.

Most corrupted minifigs have hands and can use minifig weapons and tools as well as any regular minifig. Some have an additional Bite or other natural attack. A corrupted minifig with a natural attack can't use it on a turn in which they also use hand weapons or equipment.

The Dimmy



The trappings of civilization are a fresh canvas upon which the Dimmies splatter mayhem and chaos in broad juniorized strokes.

Dimmies

Minifig Dimmies, uniformed in the T-shirts and baseball caps of the human FratBoys they seek to emulate, destroy quality construction wherever they find it. They turn their sections of the BrikVerse into endless wastes of shoddy assembly and piles of random components. This Ecostatik Juniorism is viewed by some as an ultimate escape from the materialism, desire, standards, and expectations of Brik society, especially by minifigs who have become depressed by their own Critical Failure during a crucial opportunity for righteous destruction.

(BrikWiki entry: [Dimmy](#))

The Dimmy				
Action	Size	Move	Armor	
d4	1"	5"	4	
* Incompetent				
Attack: Dimmy Bite				

Dimmy Bite				
Attack	Use	Range	Damage	
Dimmy Bite	1	CC	d4	Dimmy Poison*
* A minifig killed by Dimmy Poison reanimates as a Dimmy on the following turn				

A Dimmy's most horrifying feature is a bulbous facial mutation (called a "nose") and a Poisonous Bite that can turn minifig victims into more Dimmies. Any minifig killed by Dimmy Poison comes back to life as a Dimmy on the Dimmies' next turn, allied with whichever Dimmy bit him.

The Jaw-Jaw



Jaw-Jaws sometimes form temporary alliances with giant poop monsters in battle rather than eating them immediately.

Photo: Bragalot
From "Lost and Found (Sign-up)"
Elements shown: LEGO



A Settanian soldier falls victim to a Jaw-Jaw's paralyzing Dungan Poison.

Jaw-Jaws

An amphibious species of Poopacabra, Jaw-Jaws are coprophages, feeding exclusively on sewage and excrement.

Rarely encountered in the wild, their hunger draws them into metropolitan sewers where they build great nests of detritus, breeding massive Jaw-Jaw infestations if not exterminated quickly. They can be drawn out by the scent of a live shitgoat, which they find irresistible.

(BrikWiki entry: [Dungan Jaw-Jaw](#))

The Jaw-Jaw

Action	Size	Move	Armor
d4	1"	5"	d4
* Incompetent			
** Regenerating			
Attack: Suck			

Suck			
Attack	Use	Range	Damage
Suck	1	CC	special*
* A Jaw-Jaw who Sucks an incapacitated or Disrupted minifig can regenerate one lost limb			

The ecology of Jaw-Jaws and their Dungan religion are developed entirely around feeding on the poop of minifigs.

Jaw-Jaws possess the unnatural ability to regenerate from fatal injuries and dismemberment. After a Jaw-Jaw is killed in combat, its corpse attempts to revive itself on its following turn, making a roll on the Medik's Ker-Triage! Table using a . If it succeeds, any amputated limb or limbs fall off, and the Jaw-Jaw returns to combat.

When drawn out of their sewer nests, Jaw-Jaws coat their weapons with paralytic Poison for the purpose of incapacitating victims before attaching suckers to feed. If a Jaw-Jaw comes across a living non-Jaw-Jaw minifig who's paralyzed or Disrupted, it can make a Suck attack on the minifig to extract the bodily waste and regenerate one of its own lost limbs. Any minifig leeched in this manner is depleted of vital poop and cannot be used for this purpose again.

The Brikfig



Following the destruction of their chemical plant, Dr. Aras Gabrys and Irena Mielkuté awake to discover they've mutated into brikfig minifig hybrids. The Doctor is thrilled; Irena less so.

*Photo: Duerer
From "I will return (for reals, I swear)!"
Elements shown: LEGO*



Brikfigs

Brikfigs are a force of destruction born out of the amorphic nature of ABS itself. Led by strange kult figures and erupting in a dizzying variety of forms and capabilities, brikfigs spread across planets and star systems, seeking to tear all opposition into bite-sized chunks for conversion into additional waves of brikfigs.

Resembling a minifig in only the clumsiest sense, a brikfig has the uncanny ability to reanimate its own disassembled chunks into strange configurations when blown apart, along with other chunks of ABS picked up along the way. A brikfig infestation must be contained and eliminated quickly if there's to be any hope of stopping it.

(BrikWiki entry: [Brikfig](#))



A mysterious Professor activates the ancient Duplodian ruins and summons a wave of brikfigs to invade Hellius once more. Only the Metal Warriors stand between the Professor and total brikfig domination.

Photo: BFenix
From "Death by Blok"
Elements shown: LEGO, DUPLO

The Brikfig			
Action	Size	Move	Armor
d6	1"	5"	1*
* Modular			
Attack: Ram			
Action: Reconstruct			

A brikfig is the most primordial of Monsters: a cyclopean pile of bloks. The most common variety is built of six bricks assembled into the vague form of a minifig and relying on slam attacks to overwhelm its foes. In regions where the brikfigs' power is strongest, often in the presence of large double-sized blocks, there are no limits to the size, form, and abilities of the strange brikfigs that appear.

Brikfigs are **modular**, crumbling and reconstructing themselves as they take damage. Every point of damage inflicted on a brikfig knocks one of its bloks off, causing the usual penalties for lost limbs. Detached bloks become normal bricks again, allowing crumbled brikfigs to be used immediately as a cheap source of building materials.

A brikfig with at least one "arm" can use its Action to **reconstruct** itself or another brikfig, replacing a lost blok with any unattached single brick or corpse of the same size or larger than the lost blok. Regardless of the size or form of the new reconstructed blok, whether a boat hull, dead horse, or standard brick, it behaves like the original blok in all regards, and can be knocked off again by another point of damage.

The Furfig



King Kroc gathers an army through the age-old technique of showing up on a sweet ride.

Photo: Cakeman
From "Greenskins. No, not the orcs/goblins"
Elements shown: LEGO

Furfigs

The bucolic Furbuland civilization was a favorite target of early minifigs and their rapidly developing xenophobia. Long kept at bay by religious fursecution and crusades of the Knights of Yellow Castle 375, the embattled furfig population dwindled to apparent extinction in the 1,989th Rekonstruktion.

Their violent resurgence in the 2,013th Rekonstruktion caught minifig civilization by surprise, as the furfigs' existence had been all but forgotten, preserved only in animated children's propaganda cartoons and cautionary bedtime stories about the horrors of Peace and Friendship. The new furfig descendants, bred for war and hungry for vengeance on their probably-delicious minifig oppressors, inherited none of the Peace-loving spirit that made their forebears such easy targets.

(BrikWiki entry: [Furfig](#))

The Furfig			
Action	Size	Move	Armor
d6	1"	5"	4
Attack: Natural Attack			

Furfigs are minifigopomorphized animals with the bodies of minifigs and the heads (and sometimes other parts) of beasts.

Furfigs take on some of the abilities of their animal relatives where appropriate, including a single natural attack and an occasional alternate movement type. These are usually obvious - a rhinofig has a Ram attack, a birdfig has Flying movement and a Bite attack, and a stingrayfig has Swimming movement and a Sting attack, for instance. For some furfigs, the nature of their natural attack may be up to the game fiction and player negotiation; an eldritch squidfig's face tentacles might be treated as a Claw attack with a Grab, or a Sting attack with paralytic Poison to render victims helpless for convenient brain consumption, depending on what kind of squidfig the players have occupying their vulnerable minds.

Figures of Unusual Size

Like Humans, minifigs whose body sizes vary even slightly from the perfect airbrushed boxcover photo ideal are treated as monsters. Ranging from tiny munchfig Vermin to towering giantfigs, mini-sized figs view these non-mini figs less with horror than with disdain, treating them as disposable weapons, beasts of burden, or snacks.

Hand-Held Weapons

Figure	Short (S) <i>1 × Creation Size"</i>	Bastard (M) <i>1.5 × Creation Size"</i>	Long (L) <i>2 × Creation Size"</i>
Munchfig ↔ Size 0"	<i>no weapon use allowed</i>		
Minifig ↔ Size 1"	Minifig Short weapons <i>(Hand Weapons, Short-Ranged Weapons, and Light Shields)</i>	Minifig Bastard weapons <i>(Heavy Weapons, Long-Ranged Weapons, and Heavy Shields)</i>	Minifig Long weapons <i>(Two-Handed Weapons)</i>
Bastardfig ↔ Size 1.5"	Minifig Bastard weapons or smaller	Minifig Long and Size 2" weapons	Size 3" weapons
Bigfig ↔ Size 2"	Minifig Long and Size 2" weapons or smaller	Size 3" weapons	Size 4" weapons
Brutefig ↔ Size 3"	Size 3" weapons or smaller	Size 4" weapons	Size 5" and 6" weapons
Giantfig ↔ Size 4+"	<i>varies by giantfig Size</i>		

Larger and smaller figures fight like minifigs, but their hand-held weapons scale up and down along with them ([8.1: Weapon Size](#)). Large weapons carried by large figures keep their basic weapon stats, but can be wielded in hand and swung around the way minifigs swing around weapons built for their own proportions. A bigfig might wield a pair of minifig Two-Handed Weapons as if they were sabers. A brutefig might rip a 4" tree out of the ground to swing two-handed like a club. A large enough giantfig might hold an armored tank in each hand to fire like pistols while riding two others as roller skates.

The Munchfig



Supposedly named for their bite-sized stature and curious magikal properties when eaten, munchfigs are just as likely to rise up and devour the unsuspecting novice wizard who doesn't realize he's summoned a number larger than he can control.

Elements shown: LEGO, Mega Bloks



Munchfig Butts

Without hands, the munchfigs' ability to lift and carry objects on their heads baffled Humans for centuries. The discovery of the illuminated Rearoika manuscripts provided the surprising answer: tiny telekinetic floating butts, invisible to the Human eye.

(BrikWiki entry: [Munchfig](#))



Munchfigs are a magikally created race of half-figs, spawned from the mixed genetik material of ancient protofigs, living minifigs, and fried chicken legs. Cheap and easily summoned, they serve in wizards' laboratories as diminutive servants and, periodically, snacks.

Despite having no apparent hands, munchfigs are able to lift and carry a single small-sized minifig weapon or equipment item on their head, making them useful as gophers and edible snack trays.

Munchfigs are **edible**. Grabbing and eating a munchfig within arm's or bite's reach costs no Action for allied and friendly creatures. Opposing creatures can also eat munchfigs if they can successfully Grab one; this Grab costs an Action as usual. Friendly or not, eating a munchfig is instantaneous and free, and a creature can chomp up a held munchfig at any time.

A creature who eats a munchfig gains the ability to re-roll a single die in one of its own die rolls. This ability can only be used once, and the effect wears off at the end of the creature's following turn if not used.

The Bastardfig



Captain Acab and the Fun Police stand ready to prevent citizens from enjoying themselves or upsetting the status quo.



Like Bastard Weapons (8.1: [Weapon Size](#)), **bastardfigs** fall halfway between the one- and two-inch Size markers, with some

properties of each.

With their unusual Size of 1½", bastardfigs are worth 1½ Unit Inches, have Power 3 for operating weapons, and can take one and a half inches of Size Damage. When a bastardfig is reduced to his final half inch of Effective Size, it only takes half as much damage to finish him off; his Armor is treated as a 2.

The Bigfig

The Bigfig			
Action	Size	Move	Armor
d8	2"	5"	4
Hands: 			

The **bigfig** is a combat monster, as strong as a Horse and with the extra combat punch of an Action .

Bigfigs (and their larger, dumber cousins, the brutefigs) tend to have proportionally longer arms in comparison to their body than a minifig. Two inch arms can be treated as Size 2" Launchers, allowing the bigfig to pick up minifigs with a successful Grab and Launch them as projectiles or use them as Random Objects to bludgeon their peers ([3.4 Desperate Measures](#)).

The Brutefig



Protected by the Mask of Umad and the Shield of No U, Tarren King of Trolls is the only creature powerful enough to fire the devastating Bone Cannon and survive.

The Brutefig			
Action	Size	Move	Armor
d6	3"	4"	2d10XX
 * Stupidity  ** Deflection			
Hands: 			

Where the bigfig focuses on causing damage, the **brutefig** excels at soaking it up. The brutefig's high 2d10 Armor and natural Deflection lets him ignore most minifig attacks, and his diminished mental faculties let him ignore everything else.

Brutefigs have a standard  Mind, but they have enhanced opportunities for **Stupidity** as if they were Incompetent ([10.1: Minds](#)). A brutefig in an army with other Stupid units can be a serious liability if he's positioned next to anything important.

The Giantfig



The combined forces of six factions aren't enough to stop the Witches of the BrikVerse from completing their ancient ritual to summon a ten-story construction worker.

*Photo: MadMario
From "W.I.T.C.H. Hunt"
Elements shown: LEGO*

The Giantfig			
Action	Size	Move	Armor
d8	4"+	10"	1d10
Hands:			2

Any fig of Size 4" or larger is a **giantfig**. In theory, there's no upper limit to the Size of a giantfig, but in practice they rarely appear in Sizes larger than six hundred twenty-four inches.

Giantfig Combat: The Statue of Liberty

Trapped on an outpost island surrounded by the territorial waters of the Human state of New Jersey, the Statue of Liberty is a famous example of a non-articulated giantfig.



Statue of Liberty

The Statue has taken a fortified position on a 154 foot granite pedestal (Size 1,848", Armor 3 d10). From base to torch, she stretches to a height of 152 feet, but her measurement from skull to tailbone is a much more manageable 52 feet (Size 624", Action d6, Move 0", 1 d10). With her relatively low Armor, she is often in need of repairs, but the enemies of Liberty have yet to whittle down the 624 inches of Size Damage necessary to kill her.



Torch



Tablet

The Statue is armed with two weapons: a torch (Size 240" Melee Weapon, Use 241, Damage 200d10 + 40d4 Fire) and a tablet (Size 327" Melee Shield, Use 654, 327x Deflection on Parry).



New Jersey

With the Statue's Action Die of only d6, these Use ratings are largely out of reach. Luckily, the state of New Jersey is 10,771,200 inches across, granting a target size bonus of +5,385,600. An attack bonus that large means that the Statue will only miss on a Critical Failure. Sadly, with her Move of zero inches and no ranged weapons, her ancient foe remains forever out of reach.

Monstrosities

Monstrosities are the creature versions of the ludicrous death machines that make up the majority of Human children's construction-brick output. In many cases, the Monstrosity is just the same death machine with a head or an eye added. The great advantage of Monstrosities is that they suffer from no minimum design standard: the worse the quality, the better the Monstrosity.

The Dragon



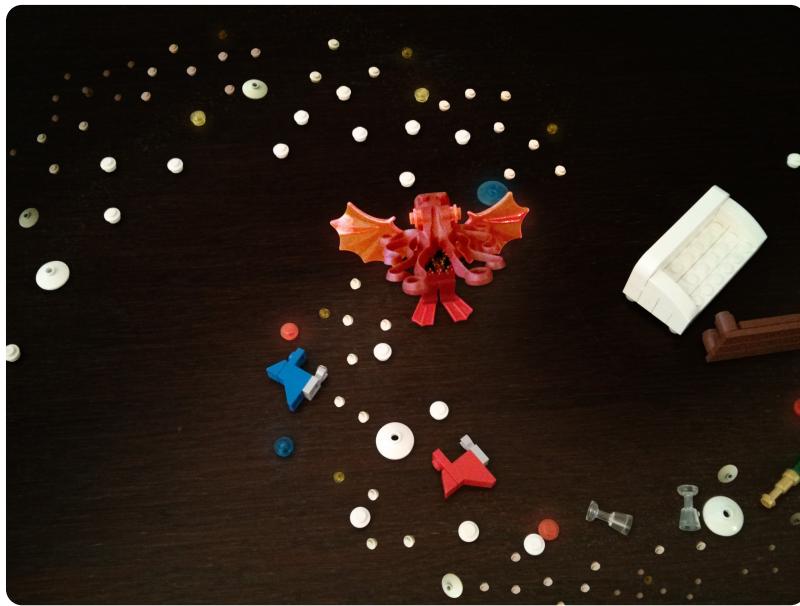
A single Monster type can have wide variations. Dragons, in particular, have wildly different Sizes, shapes, and abilities from individual to individual.

From "OneEye589: Viking Hunter"
Elements shown: LEGO

The Dragon			
Action	Size	Move	Armor
varies			

There are no default Dragon stats because there are no default Dragons. All Dragons must be built from scratch as custom creatures. It's technically legal to have a flying green one-headed Dragon that breathes fire, but such a generic version is a wasted opportunity in a system that allows for a three-headed transparent purple Dragon phasing through dimensions to breathe cones of shrapnel and lethal fireworks displays, or a no-headed floating eyeball Dragon with nine other eyes on eyestalks that each shoot different breath weapons that are really gaze weapons because eyestalks don't have mouths and it's not completely clear that this thing is really a Dragon at all.

BrikThulhu



With a new Rekonstruktion dawning, BrikThulhu tires of temporal and physical separation and smashes all of eternity and reality into a tiny timespace nugget. Every minifig and civilization throughout history are now packed into the same tiny existence and immediately declare war on everyone else.

Photo: Arkbrik
From "Happy New BR"
Elements shown: LEGO



A squad of Phoenicians thinks they can get the jump on BrikThulhu by attacking from behind. But his 37 eyes see all.

Photo: Darkstorm
From "Everlasting Conflict: A ragnablok special"
Elements shown: LEGO



When minifigs start fingering his Buttnomikon without permission, BrikThulhu incarnates as his own built-in reality-annihilating sound system.

Photo: Ninja_bait
From "The Battle of the Buttnomikon [IT'S HEEERRREEE]"
Elements shown: LEGO



BrikThulhu's fractal tentacular schemes pervade the worlds of Human and minifig with equal corrupting ease.

*Model: Atlasofthestars
Elements shown: LEGO, decay*

Action	Size	Move	Armor
d20			
* Amorphous			
** Non-Euclidean			
*** Squamous			
Attack: <i>Ensanity</i>			

BrikThulhu exists outside the confines of any rule system, and the effects of his presence in a battle are impossible to predict.

The lives and suffering of minifigs are irrelevant to BrikThulhu, existing only as grist for his cephalopodian schemes. Minifigs are the fetishized plastic bait that BrikThulhu wriggles to hook the obsessions of susceptible Humans on whose sanity he feeds.

Seduced away from devoting their short lifespans and resources to having fulfilling relationships or improving the world, Humans who find themselves caught in the slow constriction of BrikThulhu's nine infinitely-branching tentacles compulsively sacrifice their money and psychological health on inert but ever-growing piles of brightly colored plastic. No bins of bricks, no sacks of dice, no host of minifigs can ever be enough to satisfy BrikThulhu's victims, even as their friends and relations and employers and credit rating agencies recoil from the effects of their crippling fixation. All minifigs love and celebrate BrikThulhu for the Human attention he brings them, even as they find themselves tortured and murdered by his inevitable cultists among their ranks.

Only BrikThulhu has the sovereign power to roll the incomprehensible **Action d20**, allowing him to operate on the Human plane. BrikThulhu uses this power to sabotage die rolls, derail plotlines, corrupt hard drives, and add watermarks to online image hosting services, because the strength of a Human's addiction is powered by the depth of suffering they endure for it. BrikThulhu ensures that critical pieces are only available in two hundred fifty dollar playsets, and once purchased, can then never be found when they're needed. It's BrikThulhu who allies with the family cat to bring prized constructions crashing down, causing rare pieces to vanish eternally, and pointy pieces to reappear days later underneath the Humans' bare footsteps.

Not only does BrikThulhu consume Human sanity, he has the power to re-inflict this **Ensanity** on minifigs by his mere presence. All minifigs bearing witness to BrikThulhu are struck cripplingly sane, incapacitated by the intolerable comprehension of their true nature as chattel plastic toys.

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CHAPTER SQ**Squad Combat**

Commander Victor Actarius lives and dies for his men. Their final stand will determine the fate of the Bluvian homeworld.

*Photo: Azmi Timur
From "Last Offensive on Bluvius Prime"
Elements shown: LEGO*

BrikWars is well set up to send handfuls of individual minifigs and vehicles into tactical skirmishes. For more epic engagements, with units numbering in the dozens or hundreds, handling combatants individually can slow a battle to a crawl. Instead, it's best to group units together into **Squads**. A Squad moves together, takes its Action together, and attacks and defends together as a single coordinated unit.

Besides improving command efficiency, Squads enjoy a number of selfish advantages. A Squad can pool and combine its Damage, Momentum, and Counterstrikes in a way that its individual units can't, and it can coordinate Action-based movement like Sprints in order to stay in formation. A Squad also enjoys safety in numbers, distributing incoming attacks away from its most critical or vulnerable members and soaking them up with more durable or expendable ones. And because a Squad is treated as a single unit, many types of bonuses that are normally limited to an individual can be expanded to apply to a whole Squad.

The most important advantage of organizing units into Squads isn't the way it allows them to be directed to horrible deaths with greater machine-like efficiency. It's that, as the Squad members are methodically slaughtered, they can know that they died as entries in an org chart rather than as people.

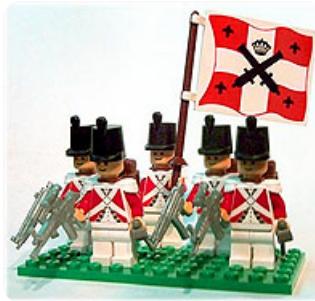
While Squads of foot soldiers are the most common type, any units can be grouped into Squads. Squads of horsemen or assault helicopters operate by the same rules. A Squad is much simpler to handle if it's composed of identical or similar units (a group of knights on horseback, a squadron of starfighters), but heterogeneous Squads are just as common (a catapult and its defending crew, a necromancer and his summoned undead).

sq.1 The Squad Plate



Running this many soldiers as individual units could take hours. Organized into Squads, there's a much greater chance of players reaching the second turn.

Elements shown: LEGO, Mega Bloks, Little Armory



Tired of flintlock muskets, this squad of redcoats can't wait to give the rebel colonists a taste of their new submachineguns.

Elements shown: LEGO, Best Lock

The constructible nature of brick warriors makes them easy to group into quick formations. Players just take all the Squad members and stick them to a shared baseplate.

The **Squad Plate** combines multiple lesser units into a single super-unit. Instead of having to move and attack with units individually, players can now move the whole Squad Plate as a group and roll all of its attacks together. Players measure Ranges to or from whichever Squad member is closest, and instead of having to touch individual units to an object they want to act on, they touch the object with the Squad Plate and all the Squad members gain access to it equally.

In the best-case scenario, a Squad Plate should be an appropriate size for its Squad. There should be a roughly 4x4-stud area for each minifig on foot, for example, or 4x8 for each rider on horseback. These numbers can be fudged quite a bit depending on the available plates in the players' collections and whether the troops need to be arranged in some specific formation.

If players don't have appropriate plates available for their Squads, they'll have to declare who is or isn't in a Squad by mutual agreement rather than by putting them on Squad Plates.

During their own turn, units can create, join, leave, or change the formation of a Squad Plate in response to emerging

opportunities or threats. They might disperse to minimize damage from Explosive effects, concentrate to minimize their target area for ranged attacks, or spread out to block passage through a narrow choke point.

On other players' turns, units aren't able to create or join Squads, but they may be able to leave the Squad Plate as part of a response Action (for example, if they're forced to Bail out of the path of an incoming attack) or as a consequence of opposing players' actions (usually because they're Knocked Back by an Explosion or Collision).

Combined Movement

A Squad moves as quickly as its slowest member and is as maneuverable as its least maneuverable member ([9.2: Maneuvering](#)).

A Squad can move through spaces that don't have room for its Squad Plate if there's enough room for the Squad's individual members to pass through (for instance, moving through an archway wide enough for each of a Squad's minifigs, but too narrow for the entire Squad), but a Squad can't end its turn in a position where the plate doesn't fit.

Combined Action

Squads and Sprinting

If a Squad Critically Fails its Sprint Roll, its members don't all fall on their faces. Their increased stability means they still manage to move at Half Speed.

If an Officer uses his Coordination Specialty to boost the Squad's Sprint Roll, he and his low Action Die aren't included in the roll. Thanks to the power of Fudge, he's still carried along with the rest of the Squad regardless.

A Squad is most effective when several or all of its members take the same Action together for a single **combined Action**, although individual members are still allowed to take individual Actions with no penalty. Any bonuses from Bennies, SuperNatural Effects, an Officer's Coordination, or a Leader's Inspiration ([S.7: Command Units](#)) can be applied to a Squad's Combined Action as if it were a single Action.

If a Squad uses its Action to Sprint, it makes a single Sprint Roll with its smallest Action die, allowing the Squad to stay in formation. If a Squad uses its Action to Bail, on the other hand, all Squad members roll individually.

For other types of Actions, each participating Squad member makes a separate Action Roll. Often, these rolls can be combined - if a firing Squad of ten minifigs with identical Action **d6**s all fire at the same condemned prisoner with ten identical rifles, they can simply roll 10 **d6**s and count the number of successful hits. All that matters is how many hits occur, not which specific minifigs were the ones responsible for them.

Combined Size

For target size bonuses, Momentum, Physical Opposition, and carrying capacity, a Squad's Size is the largest dimension in inches measured across the Squad's members. This number can't exceed the sum of the individual Squad member's Effective Sizes, even if they're spaced far apart in an attempt to appear more intimidating.

sq.2 The Officer



(Download the Officer card)

An **Officer** lives to tell Squads how to do their jobs properly. No matter how much skill, talent, and experience a group of minifigs possesses, and how few distinguishing qualities the Officer has in comparison, the Officer is compelled to micromanage and

critique them relentlessly in order to justify his slightly fancier uniform. Army sergeants, pirate first mates, corporate middle managers, and art directors are all examples of Officers.

The Officer is lost without other minifigs to boss around, and his entire existence revolves around his Squad. When he's part of a Squad, his dumb ideas are mitigated by the smarter underlings carrying them out. Whenever an Officer isn't part of a Squad at the beginning of his turn, he's freed to indulge in Stupidity like other Incompetent units ([10.1: Minds](#)).

Specialty: Coordination

can spend an Action to improve the Action Dice of his Squad mates by one die size, up to  , for one shared Action

The Officer's one advantage is his natural ability to foster **Coordination** among the members of his Squad, pushing them to all-new slightly-improved levels of performance. Once per turn, the Officer can spend an Action to give managerial feedback to the Squad, creating a momentary spirit of solidarity and unity among the Squad members as a direct effect of their shared irritation at his terrible ideas.

Coordination increases the effectiveness of a Squad's combined Action. As long as at least two Squad members are participating in the Action together, their Action Dice are increased by one size for that Action, up to the Officer's Specialty die size of  . This is particularly useful when an Officer leads a Squad into Close Combat, where their amplified Action Dice increase their chances to hit, the damage they inflict, and their ability to counter their opponent's responses.

As part of his Coordination Action, the Officer can choose to join into the Squad's combined Action if appropriate (especially important for Sprints, despite how much the Squad would like to leave him behind), or he can micromanage from the sidelines.

Coordination isn't cumulative. No matter how many Officers are annoying the Squad, their Action Dice aren't increased more than one size.

sq.3 Taking Damage



The ambassador from Reptilia keeps his personal medik close at hand, and puts as many armored bodies as possible between himself and possible danger.

Elements shown: LEGO, Little Armory

One advantage of forming a Squad is that it's harder for enemies to focus damage on any single unit. The drawback is that targeting a Squad as a whole is much easier than targeting individuals. As long as an attacker can target any unit or object within the Squad, it can make an attack on the Squad as a whole. Opponents making Ranged attacks on the Squad take an Action Bonus for the target size of the whole Squad ([5.1: Making Attacks](#)). Close Combat attacks are still based on the size of the individual Squad members.

Single Attacks

Whenever a Squad is hit by a single attack, effect, or other source of damage, the Squad's player may assign the effects to any unit within the Squad of their choice.

There are exceptions to this rule: an attacker can **single out** a specific unit within a Squad if hitting the target with a Close Combat Strike would be an Automatic Hit (for instance, if the target is Disrupted, involved in a Grab, or otherwise immobilized) or if the target unit is at least twice the attacking unit's Size. A Rat (Size:0") could single out a Peasant (Size:1") in a Peasant Squad; the Peasant could single out a mounted Knight (Size:2"); and the Knight could single out a Giant of Size 4" or more. Otherwise, damage done to a Squad is assigned by the defending player to whichever Squad member they feel most deserves it.

Multiple Attacks

When a Squad is hit by multiple attacks or effects at once, the attacking player makes all their Action Rolls first, and the defending player distributes the successful hits among the Squad members.

The defender can assign hits to whichever units in whatever order they want, but hits must be distributed evenly. No Squad member can take a second hit until every legal target has had its first.

Remember that minifigs can't be hit by more than three Close Combat attackers in the same turn. If a Squad is hit by enough Close Combat attacks to exceed this limit, the minifigs who have already hit the limit are no longer legal targets and will have to be passed over. The extra hits must either be distributed to larger targets or lost without effect.

Players resolve attempted Parries, Damage Rolls, and secondary effects as hits are assigned. If a unit is killed, destroyed, or

Knocked Back out of the Squad Plate entirely, it's no longer a legal target, and further hits can skip over it. All damage from the simultaneous attacks is cumulative.

If there are a large number of victims with different damage levels to keep track of, it's good to have a pile of extra dice lying around to use as temporary damage counters for each of them until all the attacks are resolved.

Location-Specific Damage

Some sources of damage are location-specific, or have additional location-based effects after the initial hit has been distributed. An Explosion might go off nearby, causing damage and KnockBack to units within its Explosion radius. A massive laser blast might have enough Overkill Damage to take out a series of Squad members along its line of fire, or a rocket-boosted bulldozer might be plowing through an audience of monster truck fans.

Location-based side effects are distributed according to the Squad members' physical positions. If the origin of the damage is an attack on the Squad, the defending player decides which Squad member is hit by the attack in order to its location.

sq.4 Close Combat Engagement

Ranged combat between Squads is simple - players measure the Range between the closest attacking and defending Squad members, make their combined Attack Rolls, and distribute damage from the successful hits accordingly. Squad Close Combat is a more involved process.

Levels of Engagement

In Close Combat, a Squad has two possible levels of **engagement**, depending on whether it has brought its Squad Plate into contact with its opponent.

Skirmishing

If a Squad is close enough for some or all of its members to attack a target, but has not brought the Squad Plate into contact with it, then the Squad can make a **Skirmish** attack. Only the Squad members and opponents who are close enough to strike or be struck with melee weapons are involved in a Skirmish, although the Squad still takes its Angry Inch all together. This is especially useful for Squads with longer Two-Handed Weapons that want to keep opponents at arms' length, or Squads with mixed melee and ranged units who want to keep their ranged units out of direct contact with the enemy.

A Squad can rearrange its members before making a Skirmish attack to best position themselves. Once engaged in combat, they're stuck in their positions.

Full Engagement



The Vasluxian Dragon soldiers' charge crashes against the Grek shield wall.

Photo: Dienekes22
From "Good Natured Violence"
Elements shown: LEGO, Brickwarriors, Saber Scorpion decals

If a Squad brings its Squad Plate into contact with the opponent, then it enters **Full Engagement**. The Squad and its opponents are considered to be all mixed up together in a grand melee, and all members of the Squad can participate in the Close Combat, regardless of their relative positions.

Because the combatants are all mixed up together, any Ranged Attacks fired into a Fully Engaged Squad will also hit whatever opponents the Squad is Fully Engaged with. The involved players take turns distributing successful hits to their own units as if they were all part of one giant Squad, skipping players when necessary to maintain an even distribution (no player's unit can take a second hit until all players' units have taken their first hit).

Any unit or Squad that's involved in a Full Engagement cannot use Actions to target or focus on anything outside of the Full Engagement unless it first successfully Disengages. Units can still defend themselves normally if they're targeted by Skirmishing attacks from outside the Full Engagement.

Squad Maneuvers

In Close Combat, the active Squad takes a single Angry Inch for the turn, then declares what type of Close Combat maneuvers it will be making.

The Communal Angry Inch

If all of a Squad's members are capable of taking an Angry Inch, the Squad can take one Angry Inch at the beginning of its first Close Combat active maneuver or Counterstrike on each player's turn. Rather than moving individual units, the entire Squad Plate takes the Angry Inch in formation.

While a Squad and its opponents can use an Angry Inch to easily move from Skirmishing range into a Full Engagement, the reverse is more difficult. Squads and other units can only use an Angry Inch to exit a Full Engagement as part of an attempt to Disengage. Otherwise, some part of the Squad Plate must always remain in contact with the opponent or opponents.

Resolving Maneuvers

If Squad members are attacking with any combination of Strikes, Grabs, and Shoves, the Grabs and Shoves are resolved first. The defending targets can elect to Parry or Bail as hits are distributed. Successfully Grabbed units, along with the units Grabbing them, are moved to the nearest shared edges of their respective Squad Plates. Successfully Shoved units are Knocked Back from wherever they're standing.

Squad Shove Example: BlitzBrawl Fans

Example: The Red Blox have won the BlitzBrawl championship, and their fans have taken to the streets to attempt a two-point championship conversion by knocking over policemen.

A Squad of four BlitzBrawl fans has caught two mounted police by surprise. The first is on Horseback, while the second is standing next to his Horse. The fans rush up to make a Shove.

The Horses are too large to be Shoved by a single minifig, so they aren't legal targets for a single Shove. The defending player distributes the first Shove to the policeman on foot.

Once the only legal target has received its first Shove, the defending player can start distributing second Shoves. Two Shoves is enough to make the Horses legal targets, and the defending player assigns two of the Shoves to the dismounted policeman's Horse.

The remaining one Shove isn't enough to make the policeman on Horseback a legal target. The only legal target is the policeman on foot again; he gets Shoved a second time.

The attacking Squad's Strikes are delivered next, taking into account any freshly Grabbed or Disrupted targets the attackers can now single out. Action Rolls for Strikes and Counterstrikes get a bonus based on the Size of the target Squad, regardless of the Size of whichever unit ultimately takes the hit.

If a Squad is Disengaging, then all members Disengage together, and all opponents who are able to deliver Counterstrikes do so together.

Wherever possible, Action Rolls for attacks and Parries are combined into big piles of Action dice rather than individual rolls. As long as a group of units has the same Action die, maneuver, and weapon type, it doesn't matter which specific individuals hit or miss; only the number of successes matters.

Action Rolls for Bailing are handled individually. If a unit in a Full Engagement fails to Bail far enough to land outside of the Squad Plate, then it's still in the middle of the Engagement, but now Disrupted and an Automatic Hit for enemy Close Combat maneuvers.

A Squad can also combine efforts in a **combined Shove** to push back a large object or an entire opposing Squad rather than its individual members. In this case, the two Squads use their Squad Sizes for the Shove rather than the Sizes of their individual units. Remember that a smaller unit can't Shove a larger one, and a larger unit gets +2 to a Shove for every inch of Size advantage ([8.2: Basic Weapons](#)). If a Squad is successfully Shoved, the entire Squad is pushed back the appropriate distance, possibly getting Knocked Over if the distance is enough to upend the Squad Plate as a whole ([9.5: Collisions](#)). If the Combined Shove is unsuccessful, the attacking Squad is now Fully Engaged, even if it was only Skirmishing before.



Imperial Rome has no tolerance for hippies.

Elements shown: LEGO

Combined Rolls Example: Smiting Hippies

Example: Squads of five pikemen (Skirmishing) and ten swordsmen (Fully Engaged) are attacking the three remaining members of a Squad of sign-waving hippies.

2	4	5	3	1
✗	✓	✓	✗	✗

Pikes
(hit on ☀ 4+)

1	3	3	1	5
✗	✓	✓	✗	✓

4	2	1	5	1
✓	✓	✗	✓	✗

Swords
(hit on ☀ 2+)

5	2	3
✓	✗	✗

Making their Action Rolls, the Roman Squads roll one pile of five dice for the pikes, and a second pile of ten dice for the swords, counting the number of successful hits from each weapon type. They roll two hits with the pikes and six with the swords.

Heavy Shields
(-1 Action penalty, Parry on ☀ 4+)

Once the hits are counted, the hippies reveal that their protest signs are actually Heavy Shields in disguise. They roll a pile of three dice for their attempt to Parry with the signs, with no concern for which successful Parry was achieved by which hippie. They take a -1 Action Penalty for being Outnumbered, and only one Parry is successful.

The attacking player chooses to deliver the pike hits first, doing two dice of damage apiece, and the sword hits second, each doing one die of damage.



The defending player gives hippie #1 the sole successful Parry and the first pike hit. The attacker rolls 3 damage (after removing a die for the Parry); hippie #1 survives. The defending player leaves a die with the three facing upwards next to the hippie, to keep track of the unit's total damage until Close Combat is resolved for the turn.



Hippie #2 takes the remaining pike hit. The attacker rolls 8 damage for an immediate kill.

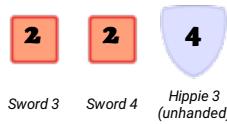


Hippie #3 takes the first sword hit. The attacker rolls a 1, Critically Failing and causing no Damage.

All hippies have now been struck once, and the survivors are ready for their second hits.



With two hippies remaining, the defending player gives the second sword hit to hippie #1. The attacker rolls 3 Damage. Combined with the earlier hit from the pike, this is enough for a kill.



Only hippie #3 remains, and the defender gives her the next two sword hits. The attacker rolls a 2 and another 2 for a total of 4. It's enough to match the hippie's Armor but not exceed it; the hippie gets one hand chopped off, but survives the attacks.

Although the Romans still have successful sword attacks to deliver, hippie #3 has reached the limit of three Close Combat attacks on a single minifig. The remaining sword attacks go to waste, and the hippie survives to protest for another turn.

Chapter F: Field Hazards
F.1 Hazard Dice
F.2 Traps
F.3 The Scout

CHAPTER F**Field Hazards**

When this ImmortalTech Keg of Maniac Beer crashes into the surface of Planet Grimdark, its automatic defense systems kick in. Two massive skeletal hands form from the volcanic strata of the planetary crust, reaching upwards through the rock only to claw back in again and tear a giant prolapsed orifice in the surface.

Robotic defenders, immune (mostly) to the temptation of the Beer thanks to their mechanikal nature, spring up to man defense turrets against the sea of thirsty invaders sure to arrive. They're defended by a ring of spiked embankments, a moat of molten lava, and a great plain of unstable magma crust. Behind them, the Beer is ringed with barbed-wire fences and proximity mines.

The most lethal factor, however, is the irresistible nature of the Beer itself. No matter how many invaders combine forces to breach the defenses, only one can escape with the Keg, and each attacker will stop at nothing to make sure he's that one.

*Photo: stubby
From "Assault on Goatse Bunker"
Elements shown: LEGO*

When offensive weaponry isn't enough to finish the job, any minifigs they missed can be slaughtered by the environment itself. **Field Hazards** like minefields, bear traps, electrified surfaces, razor wire, and poorly-labeled latrine pits all have the potential to ruin an intruder's day. They may be constructed by factions to support their tactical goals, or they may be natural environmental hazards, equally dangerous to all players and not belonging to any of them.

Most Field Hazards don't take a lot of input or oversight from minifig controllers. Their effects are triggered when a minifig or other object wanders into the wrong area. Anti-personnel mines blow up minifigs who step on them, magma flows burn minifigs that bathe in them, and poison gas chambers poison minifigs that breathe in them after the benevolent AI has finished warming up the neurotoxin emitters.

A Field Hazard is defined by two attributes: the **Field**, which is the Hazard's area of effect, and the **Hazard**, which is what happens

to victims who wander into the Field.

Fields



Trenches, barbed wire, and tank traps are this Skion colony's first line of defense as they work to set up artillery emplacements and fortified walls.

Photo: Dienekes22
From "The Trenches"
Elements shown: LEGO

The area covered by a dangerous condition is its **Field**. Some Fields are filled by a uniform Hazard, such as molten lava, tear gas, or boy-band music. Others are filled with hidden and unpredictably distributed Hazards, like antipersonnel mines, patches of thin ice, swampy sinkholes, or subterranean BrikThulhoid tentacles waiting to burst through the surface.

Like structures and weapons, a Field is defined by its Size.  **Field Size** is measured by the number of inches across a Field's widest dimension. Players will need to know exactly where the boundaries of the Field are, so it's a good idea to indicate its borders with lines of small bricks or other markers, or make Fields a different color than the surrounding terrain.

Field Hazards are never secret. Every player at the table will know the boundaries of every minefield, although they may need to send some minifigs in to stomp around if they want to pinpoint the individual mines.

Hazards

The dangerous conditions within a Field are known as its **Hazards**. Hazards are consistent throughout their Fields – no matter where in a Field a minifig is standing, a Fire's flames are just as hot, a river's current is just as strong, and a minefield's mines are just as likely to be hiding under his next footstep.

F.1 Hazard Dice

Field Hazards		
Hazard	Dice Options	Notes
Smoke	-	100% visual cover
Exposure Damage	 Damage  Fire	target size modifiers affect Damage
Difficult Terrain	 Move	Spiked Obstacles may cause Damage instead of affecting movement
Concealed Hazard	 Damage  Fire  Exp  Move	Action Roll vs. inches moved to avoid Concealed Hazard target size modifiers affect difficulty
Energy Shield	 Any die of Deflection	Deflection dice protect against same Damage die type only

The effects of a Field Hazard are built up from **Hazard dice** that fall into a short list of basic categories.

- Smoke is the simplest Hazard, with no Hazard dice. Smoke provides complete visual obscurement.
- Exposure Damage dice damage their victims by simple exposure, like a burning fire or a poison gas cloud.
- Difficult Terrain dice hamper units' movement, possibly damaging them in the process, like barbed wire obstacles or a field of slippery ice.
- Concealed Hazard dice are inert until a unit steps in the wrong place, like a minefield or on an unstable magma crust.
- A final type, Energy Shield dice, are used to create special Field defenses rather than being true Hazards in themselves.

Like the $d10$ s in a creation's Armor rating (*7.1: Structure*), a Field Hazard can never have more Hazard dice than its inches of Size, and should be generally limited to a maximum of three Hazard dice except in exceptional cases. If the Size of a Field Hazard is reduced below its number of Hazard dice by any means (for instance, heroic firefighters fighting a house Fire by smothering it with stacks of politicians), Hazard dice must be removed to match the new limited Field Size.

If a Field Hazard works passively as part of the landscape, there's no limit to the number of times its dice can be rolled in a turn, as one victim after another wanders into it. A river current sweeps away a dozen minifigs as easily as one, and a volcano melts a hundred ill-advised submarine tours as reliably as a scuba enthusiast diving solo.

If a Field Hazard is a type that's activated and powered by a creation, then its Hazard dice can only activate once per turn, and each Hazard die uses an inch of Power when it activates. Powered Field Hazards can be designed to activate automatically on contact or manually by the creation's operator.

Smoke

Smoke is the simplest Hazard, with no dice of its own. It sometimes appears as a side effect of other Hazards. Smoke blocks vision completely for anyone looking into, out of, or through its Field, but has no other effect.

Depending on the type of Smoke involved, a Smoke Field might barely cover the ground (e.g., dry ice fog) or it might billow up endlessly with no loss of opacity (e.g., a tire fire). By default, Smoke Fields are effective up to a height of five inches.

Exposure Damage

$d6$ Damage

or $d4$ Fire Damage



This is fine.

Photo: Sahasrahla
From "Demons at Dauerdale!"
Elements shown: LEGO

Many Hazards damage victims through exposure alone. The Damage from environmental Hazards like acid, radiation, electrified surfaces, hailstorms, and political advertisements only increases with the victim's exposure.

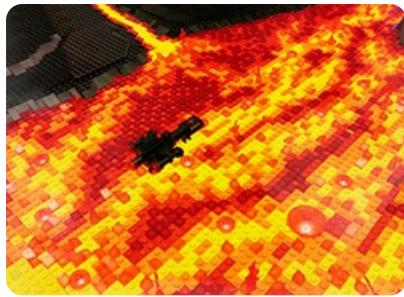
Whenever a unit or object encounters a Field that causes **Exposure Damage**, it takes the Hazard dice as direct damage. As with damage from Arc attacks, the damage total is modified by the target size modifier for whichever part of the victim is exposed to the Field (a victim large enough to have a +2 target size modifier, for example, takes +2 Damage from an Exposure Damage Field (*5.1: Making Attacks*)).

Objects of Size zero simply take a single point of Damage per Exposure Damage die. This doesn't consume any of the Hazard's Power.

Certain types of Exposure Damage work differently on different targets. A toxic gas Hazard (sometimes associated with Heroic Feats involving spicy food), for example, only affects living targets that breathe it in, leaving undead and mechanical targets unaffected. A living creature can hold its breath for one turn if it's not caught by surprise, but otherwise if its head is inside the Field then the gas affects it as if the entire body were exposed.

In addition to dealing regular damage, Exposure Damage also **Overloads** a target, briefly disrupting its ability to Power its own weapons and devices. Every die of Exposure Damage costs its victim one inch of Power as if it had fired an inch worth of weapons.

Fire



Lord Friedrich von Gutenberg makes a trip to the facilities on Edelheim, an M-Throne industrial planet of molten metal.

*Photo: Azmi Timur
From "Planet of Molten Metal"
Elements shown: LEGO*



Flames shooting through cracks in the lava crust inspire BFenix's Metal Warriors to rock out for several turns in a row before remembering they're still in the middle of a battle.

*Photo: Stubby
From "Assault on Goats Bunker"
Elements shown: LEGO*



Hoping to discourage a charge from the Dragon King's cavalry, the forces of the Deposed set a ground fire. Cederic the Blacksmith's house is unintended collateral damage.

*Photo: Dienekes22
From "Violence Finale"
Elements shown: LEGO*



Heroic firefighters rush to suppress this civilian's backyard barbecue.

*Photo: Dienekes22
From "Mystery on Combine"
Elements shown: LEGO*

Permanent Fire Hazards		
Fire Hazard Dice	Type	Examples

1 d4 Fire	Regular Fire	campfires, signal pyres
2 d4 Fire	Fuel Fire	furnaces, napalm, gasoline fires, burning oil
3 d4 Fire	Molten Fire	hot lava, smelters, molten metal, Hell
4 d4 Fire	Atomic Fire	nuclear plasma, Nega-matter reactors, Maniac hot sauce

Wild Fire Hazards		
Fire Hazard Dice	Type	Examples
1 d4 Fire	Burning Objects	house fires, book burnings, witch stakes

Fire is a special kind of Hazard. When minifigs set up a **permanent fire**, like a lava cauldron, nuclear reactor core, or bonfire, it functions as a normal Exposure Damage Field Hazard, and stays the same size and strength unless deliberately extinguished.

Like any Fire Damage, these permanent fires can set fire to other objects, and the new non-permanent fires are much more dynamic. Burning objects make a Burning Roll each turn that lets their fire grow, spread, and change shape all by itself.

Catching Fire

Any time an object takes Fire Damage, there's a chance it will **catch fire**. For each individual die of Fire Damage that rolls higher than the object's Weight class, the object catches more fire. If the object wasn't on fire already, a Fire Field Hazard with one inch of Size and **1 d4 Fire** Damage is created where the Damage struck. If the object was already on fire, then the Size of the fire increases by +1", up to the full Size of the object. Place flame elements (or, in a pinch, red and yellow bricks) on the surface of the object to indicate the size and shape of the fire.

Out of Range penalties affect a Fire Damage weapon's ability to set targets on fire, since they modify each d4's results for secondary effects.

Units and objects that are on fire, or that are trying to use objects that are on fire, or both, take a -1 d4 penalty to their Action and Armor Rolls (unless it's a unit or object specifically designed to use while burning, like a torch or a flaming sword).

On the bright side, any target struck by a burning object or unit takes +1 d4 Fire Damage in addition to whatever normal damage is dealt by the attack or Collision.

Like all types of Exposure Damage, fire Overloads affected units and disrupts their ability to Power their weapons and devices for the turn. A unit on fire has its Power limit reduced by one inch for every inch of the fire's Size (for example, a four inch wooden golem burning with a three inch fire would have its Power limit reduced from eight weapon inches to five).

Burning

At the beginning of its turn (or, for objects with no turns of their own, the turn of the player who set the fire), a unit or object on fire makes a **Burning Roll**, rolling 1 d4 for every inch of its fire's Size.

For every d4 that rolls a 1, or rolls the object's Weight class or lower, the fire dies down, reducing the fire Size by one inch. For every d4 that rolls higher than the object's Weight class, the fire spreads, inflicting a point of Grinding Damage ([7.2: Taking Damage](#)) and either adding one inch to the fire Size (up to the Size of the object) or starting a new 1" fire on a nearby flammable object (within 1") if there's no more room. The Burning continues every turn until the fire's Size is reduced to zero inches, extinguishing it, or until the object is destroyed.

Fires can be extinguished with water or by rolling around on the ground. If the burning object can be submerged in water or vacuum completely, the fire is put out instantly. Otherwise, units fighting a fire can reduce its Size by one inch per turn for every inch of firefighting apparatus they're using. (Three minifigs dumping water buckets could reduce a fire by three inches; a Size 5" fire Hose could reduce a fire's Size by five inches).

Every time the fire Size changes, the player in charge of the burning object (or the player who set the fire, for unaligned objects) must adjust the physical patch of fire to match the new fire Size, adding appropriate inches of flames or yellow bricks when the fire grows, and removing inches when the fire shrinks. They can choose to adjust any side of the existing patch when adding or removing bricks, but they cannot otherwise control the fire, and the fire can't spread through physical obstacles without burning around them or destroying them first.

Fire Example: The Von Bragstein Boiler-Mech



Elements shown: LEGO

Example: The von Bragstein family is known for its impractical battle inventions, and Reichart von Bragstein is no exception. His prototype boiler-mech enjoys much greater success than many of his earlier infamous creations, until he tries to push it too hard with a failed Heroic Feat and blows up one of the coal-fired boilers in a $1\text{d}10\text{ Exp} + 1\text{d}4\text{ Fire}$ Explosion.

Turn One:



The mech has a Size of 4" and a Weight class of 2. The explosion rolls a 5 on the $1\text{d}10$ and a 3 on the $1\text{d}4$. It's not enough to dent the mech's Armor roll of 12, but the 3 is enough to exceed the Weight class and set the boiler on fire. With a single boiler remaining, von Bragstein ignores the flames and fights bravely on.

Turn Two:



On the next turn, the fire rolls a 3 on its $1\text{d}4$ Burning Roll, beating the mech's Weight class of 2 again. The mech takes one point of Grinding Damage and the Fire spreads one inch onto the cockpit roof. The fire now has a Size of 2".

Turn Three:



On the third turn, the Burning Roll is now $2 \text{d}4$, and the fire rolls a 1 and a 3. The fire dies down one inch from the roll of 1 on the first $1 \text{d}4$, letting the ruined boiler go out, but the second roll of 3 does another point of Grinding Damage and allows the fire to spread another inch, setting the shoulder of the cannon arm on fire and bringing the fire back up to fire Size 2".

Turn Four:



Burning

On the fourth turn, the Burning Roll is $2 \text{d}4$ again, and this time the fire rolls a 3 and a 4, bringing the total Grinding Damage up to four. The fire spreads another two inches, fully engulfing the cockpit and reaching the Size 4" mech's maximum fire Size of 4".

The mech is completely engulfed in flames. The cockpit is now included in the Fire Hazard, dealing $1 \text{d}4$ Fire Damage to von Bragstein on each turn in which he fails to abandon ship.

Alternate Fire Types



With Ragnablok looming, BrikThulhu releases a control virus into every computer and robot in the BrikVerse at the same time.

*Photo: Darkstorm
From "Everlasting Conflict: A Ragnablok Special"
Elements shown: LEGO*



Not all Poison effects are wholly detrimental. Bound by their oaths to the Daemonslayer Legionidus and cast out with him from Volhalla to the shores of hell, these slain Vol warriors grow in power by drinking the blood of the Daemons they defeat. The increasing Daemonic taint in their souls is a small price to pay for unholy strength in battle and the chance to one day return to Volhalla.

*Photo: Tuefish
From "The collected Vol ground forces"
Elements shown: LEGO (modified)*

Fire is also used as the basis for other types of corrosive damage that have a lasting Burning effect from turn to turn.

- **Acid** burns a victim like Fire but can only die down, never growing.
- **Ion** Damage temporarily Overloads teknologikal systems without growing or causing any permanent damage.
- **Poison**, infection, and disease burn like internal Fires, but can only spread to living creatures, and only through attacks that break the skin. (Alternately, a computer virus can only spread to computers that interface with an infected machine.)

Alternate Fire-like effects can lead to alternate final stages besides death and destruction. Infectious bites, daemonic possession, mutagenetik accidents, and religious evangelism can all turn victims into unrecognizable monsters ([10.4: Monsters](#)). Creatures and objects suffering from one of these alternate forms of Burning still feel the usual effects of being on Fire - the penalties to Armor, Action, and Power, the Burning Roll, and the ability to make whatever alternate version of a Fire attack makes sense for their condition.

Difficult Terrain

$\text{d}6$ " Move



The Skion colony continues to develop its defenses. These lines of barbed wire and military-grade obstacles encourage invaders to slow down and appreciate the scenery in the locations most convenient for nearby Skion artillery pieces.

*Photo: Dienekes22
From "The Skion at War"
Elements shown: LEGO*



Riding the fastest Horse in the Rayho cavalry, a Rayho Gryphon Rider gets it stuck in the tentacle trees surrounding the VladTron fortress. Thinking quickly, he spikes his lance and pole-vaults over the top of them - but not high enough! The tentacle trees snatch him out of the air.

*From "Rainbow War II: Jellybean Apocalypse: Grail War"
Elements shown: LEGO*

The purpose of **Difficult Terrain** is to hamper or disrupt unit movement. Difficult Terrain can slow units down or move them in directions they don't want to go. It can also let them go whichever direction they want, but decrease their ability to slow down or change course.

Spike Effectiveness

Spiked Obstacles are often only effective against a limited range of targets. Barbed wire can be viciously damaging against fleshy victims, but is lucky to even slow down metal machines. A line of sharpened anti-cavalry stakes can be a wall of death for Horses, while infantry can ignore them almost completely as long as they don't run in at a Sprint. Spiked caltrops are murder on feet, hooves, and rubber tires, but have no effect at all on tank treads. Players will often be called on to make judgment calls about the effectiveness of a particular set of Spiked Obstacles on a particular set of targets.

- For **Slow** Fields that slow or stop units (like mud, glue, or rubble), the Hazard inches are subtracted from victims' Move for the turn.
- For Fields of **Thrust** that carry units in a specific direction (like river currents, wind machines, or greased ramps), the Hazard inches are applied as Thrust to the unit at the beginning of its movement, and it may then use its full Move as normal.
- **Slippery** Fields (like ice, oil slicks, or spilled marbles) force units to continue in whatever direction they were already moving (or to remain stuck in place if they weren't moving), spending their own Move inches equal to the Hazard inches. They may then use whatever Move inches they have remaining.

Units on foot in a Slippery Field fall over and become Disrupted on any Critical Failure on an Action Roll.

- A **Spiked Obstacle** Field (like barbed wire, anti-cavalry stakes, caltrops, cursed thornbushes, or clawed skeleton hands

reaching up out of the grave) forces travelers to choose between losing Movement inches or taking Damage. If they spend an Action to focus and move carefully, the Spiked Obstacle subtracts **d6** of Move like a Slow Field. For units moving uncontrollably or moving while focusing their Action elsewhere, a Spiked Obstacle inflicts **d6** of damage like an Exposure Damage Field instead.

Concealed Hazards

d6 Damage
or **d6**" Move



This hallway looks totally safe.

*Photo: Silent-sigfig
From "The Jackpot"
Elements shown: LEGO*

Concealed Hazards add the element of surprise to Hazardous terrain. Units are never quite sure whether their next step will crack through thin ice, drop them into quicksand, or set off a landmine. Concealed Hazard dice cost half as much as the equivalent Exposure Damage or Difficult Terrain Dice.

When using Concealed Hazards, it's important to bring bricks or other markers to show spots where the Hazards have already been set off. Units may cross over the same patch of land a hundred times before the bear trap goes off on trip one hundred and one, but once triggered, hidden pits don't re-hide themselves, mine craters don't grow new mines, and falling block traps don't lift their fallen blocks back up into the ceiling to reset themselves.

A unit traveling into or through a Concealed Hazard must declare its path through the Field Hazard and then roll its Action Die to see how many inches it's able to safely travel. (This is a passive check that doesn't spend an Action.) If the distance rolled equals or exceeds the number of inches the unit is traveling through the Field, then nothing happens - the unit travels safely and continues as normal. Otherwise, the number rolled is the number of inches it traveled through the Field before setting off the Concealed Hazard. On a Critical Failure, the Concealed Hazard is triggered immediately, before the unit travels any distance at all.

The larger an object is, the higher its chance of setting off a Concealed Hazard. A unit making an Action Roll to travel through a Concealed Hazard takes the reverse of its usual target size modifier. (For example, an unusually large Size 8" Cow with a +4 target size bonus to hit would take a -4 penalty to its Action Roll for traveling through a Concealed Hazard.) Size 0" objects are too small to set off Concealed Hazards at all.

Objects that leap, fall, or are thrown into a Concealed Hazard roll against the number of inches traveled while airborne. On any failed roll, the consequences occur at the point of impact. Objects without an Action Die of their own roll an Incompetent **d4**.

If an object is being carefully set on the Concealed Hazard (for instance, by minifigs attempting to build a safe platform over unstable ground), the unit setting the object in place makes an Action Roll. Even though the object isn't traveling any distance, it can still set off the Hazard on a Critical Failure.

Energy Shields

Deflection die

While not Hazardous in the usual sense, **Energy Shield** dice are subject to the same Field Size limits as other Hazard dice.

Energy Shields are not especially cost-effective as a replacement for standard Armor or Heavy Armor, but they do open up extra protection options for a creation that has already reached its maximum Weight class. An Energy Shield Die grants one level of Deflection against an incoming damage die of the proper type. Damage based on a minifig's Action Die, like Melee Weapon damage, is blocked by an Energy Shield **d6**. All other types of damage are blocked by Energy Shields of the same die type. (A **d4** Energy Shield blocks a **d4** of Fire Damage; a **d6** Energy Shield blocks a **d6** of Crash damage or a **d6** of sword damage.)

Energy Shields must be created by **Shield Projectors** somewhere on the surface of the creation they protect. Each Energy Shield Die can be spent once per turn, and costs one inch of a creation's Power for the turn when used.

F.2 Traps

Not all battlefield hazards are based on environmental conditions. Every once in a while, minifigs have the time and attention span to assemble something more deliberate and specific. Defense turrets, slamming blast doors, rolling boulders, strategically positioned sleeping tigers, auto-flushing toilets - if a creation, weapon, Field Hazard, or other device can be activated, then it can

be engineered into a custom Trap.

Trap mechanisms are not capable of initiative or independent thought, so players have to be specific about the exact conditions that activate a Trap, and what it does once activated.

Triggers

Traps are activated by specific triggers. Any object physically represented on the battlefield can be designated as a trigger for one or more Traps. Minifigs may be required to interact with the object in a certain way (typing the proper code into a keypad, turning the arming keys before pulling the self-destruct lever, or playing a particular tune on a skeletal pipe organ), or the trigger may be set off by any interaction at all (a loose doorknob wired with a mercury switch).

Some triggers are obvious (the comedically oversized power switch, the giant red "DO NOT PUSH" button), but many are not (the disguised torch lever that opens the secret door, the throw rug over the spiked wood chipper pit). In theory, opposing minifigs won't know the location of these secret triggers, but in most cases all the players will, unless the game has an impartial moderator or host to adjudicate secrets. Often the easiest workaround for secret triggers (as well as other types of hidden objects) is to build a large number of potential triggers and roll dice whenever one is tried to see if it's the real one.

Triggers are sometimes built into Concealed Hazard Fields - hidden pressure plates, motion detectors, tripwires, or some equivalent are scattered throughout the area, and tripping one of them will set off the device. (Concealed weapon traps are automatically pointed at the spot where the Hazard is activated. Even if the players can't know in advance exactly where the tripwires will be, the minifigs who built the trap presumably did.)

Weapon Traps

Weapon Traps are often single-use (until reset by a minifig technician - those hidden crossbows don't re-arm themselves), and they make their attacks with an inanimate object's default Action . A smart weapon equipped with a simple robot brain or magical enchantments can be treated as a kind of Programmed Half-Minded creature (10.1: Minds), allowing it to be re-used from turn to turn and to attack with a larger Action die.

F.3 The Scout



(Download the Scout card)



The United Systems Alliance Ranger Sergeant keeps his eyes peeled as his rangers blaze a trail headfirst into hell.

*Photo: Silent-sigfig
From "Factions and Lore"
Elements shown: LEGO*

When dealing with Traps and Field Hazards, most units are limited to two options: avoid them completely, or shrug and hope they survive the damage. For a faction that makes sure to always be prepared, there's a third option. With a specially-trained **Scout** leading the way, many Hazards can be safely bypassed or neutralized.

A Scout must carry and use binoculars, a telescope, or some other optical Tool in order to take advantage of his Specialty abilities.

Pathfinding

Pathfinding Specialty: ♦8 Action vs. Field Hazards; stops safely before setting off Concealed Hazards

A Scout has the **Pathfinding** Specialty, giving him the ability to recognize hidden dangers and safely navigate dangerous terrain. A Scout rolls his Specialty ♦8 on any Action Roll involving a Field Hazard or Trap.

When traveling through Concealed Hazards, a Scout rolls his Specialty ♦8 rather than his Action die to see how far he can safely travel, and he stops at that distance before setting off the Hazard. He can safely lead any number of other units traveling with him in single file.

Tracking

Tracking Specialty: automatically detects invisible units and objects; allows Marking of targets for +1 Action Bonus for Ranged attackers

The Scout's keenly-refined paranoia and sixth sense for danger also makes him a master of detection. All units, objects, Traps, and devices within a Scout's field of view are automatically revealed to him and his allies, even if they're hidden or invisible, and their advantages from stealth or camouflage are negated.

A Scout is able to instantly communicate detected enemy positions to all of his allies, which is useful for firing artillery shells or archery volleys over the tops of obstacles at enemies hiding behind them. Any target visible to a Scout is visible to all of his allies.

The Scout can spend an Action to take this ability one step further, pinpointing a single target he can see within 8" and **Marking** it for attack. Until the beginning of the Scout's next turn, the Marked target is considered visible to all allies, and all allies making Ranged attacks on a Marked target do so with a +1 Action Bonus.

Marks are not cumulative. Even with multiple Marks, the Action Bonus is still +1.

**BOOK THREE****HEROIC ESCAPADES**

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CHAPTER 11

Heroic Escapades

In war, legions of minifigs fight and die by the ones and twos and trillions, bravely making the ultimate sacrifice so that their anonymous deaths can provide a cool backdrop for the Heroes whose adventures actually matter.

As anyone who's seen a movie or read a comic book knows, nothing meaningful is ever accomplished by the masses of regular troopers following masses of regular orders. Their job is to convert themselves into masses of regular casualties fast enough to inspire a Hero to rise up and move the story forward. The courses of minifig wars are determined by the natural protagonism of these Heroes and the success or failure of their **Heroic Escapades**.

In a campaign of Heroic Escapades, each player takes control of a faction's Heroes and their accompanying **Army** in their fight to upstage rival Heroes and seize valuable **Loot** ([Chapter 12: Fabulous Loot](#)). Each Hero pursues ever-greater heights of **Irresponsibility** until he either defeats and humiliates all opposing Heroes or until his campaign **Budget** runs out. (If his efforts happen to advance his home faction's strategic goals in the process, all the better.)

11.1 The Heroes

A campaign of escalating mayhem doesn't happen by itself. It relies on the greed and vanity of Heroes, driving them to seize the initiative and drag their Armies into one bloody conflict after another.

Each Heroic Escapade is a single battle instigated by a Hero deciding to grab some Loot. The order in which the Heroes get to take the role of **Escapading Hero** is up to the players. If it's not dictated by the campaign plot, the players might give the initiative to whichever Hero has the smallest surviving Army, or to the Hero whose faction has been waiting the longest, or to the Hero whose player's Escapade idea sounds the most fun.

Apart from local Garrison defenders and unsuspecting bystanders, any force participating in an Escapade must be led by one or more Heroes. Players can use the Escapade as an opportunity to spotlight their existing Heroes, introduce new ones, or re-introduce defeated ones.

The Rise of Heroes



Fruit Corp is the number one produce company in the BrikVerse, according to nine out of ten Fruit Corp marketing executives. The board of directors is helmed by ruthless billionaires Priscilla Peapod, Wally Watermelon, and Bruce Banayne.



Fruit Corp and its paramilitary force are often assisted by the mysterious crimefighter Fruitbatman. No one can figure out his true identity. It's a total mystery.

*Photos: Arkbrik
From "Fruit Corp"
Elements shown: LEGO*

When Loot and glory beckon, Heroes rise, stealing the spotlight from lesser minifigs who foolishly built their careers on hard work and sacrifice rather than dramatic poses and fantastic wardrobes.

At the beginning of each Escapade, players can spend from their Budgets to attract new Heroes for two Unit Inches each ([11.2: The Budget](#)). A player with a defeated Hero can spend one Unit Inch for him to make a miraculous recovery.

If a Hero makes his miraculous recovery while held prisoner by an enemy faction, he remains imprisoned, but can now take an active role in his own rescue attempts.

An Escapade only lasts as long as its Heroes do. Without a Hero's charisma and inspirational posturing, normal minifigs and their immediate superiors back home will suddenly remember all the work they were supposed to be doing before they got suckered into another damn fool crusade. If all of a player's Heroes in an Escapade are eliminated or removed from the battlefield, their remaining forces must immediately choose a Fighting a Losing Battle scenario ([MC.5: Endgames](#)).

Heroic Irresponsibility

While regular minifigs stand eternally ready to ignore orders and circumvent the chain of command, it takes an inspiring Hero to harness that collective insubordination and construct adventures out of it.

A Hero's combat abilities and willingness to ignore reality are impressive in their own right, but his greatest asset is his **Irresponsibility**. The more Irresponsible a Hero becomes, the larger and more ridiculous Escapades he can stage for larger and more ridiculous Loot.

Whenever new Heroes or campaigns are introduced, each Hero starts with an Irresponsibility level of 1, regardless of their adventures in previous campaigns. After each Escapade, the Irresponsibility of every participating Hero increases by one level, as long as their forces managed to kill or destroy at least one enemy unit. This increase applies even and especially if the Hero lost, died, or ran away like a coward.

The maximum Size inches of any unit a Hero brings into battle, and the Unit Inch value of any Loot he targets with an Escapade, are equal to his Irresponsibility level.

11.2 The Budget

Setting a Budget

When setting the starting Budgets, players can estimate how large they'd like their Escapades to be, and multiply that number by how many Escapades they want in their campaign.

If players expect to field individual forces worth ten Unit Inches and they'd like the campaign to last for five battles, then they can set the starting Budgets at fifty Unit Inches.

Players shouldn't expect to lose all ten Unit Inches worth of units in every Escapade unless they're playing extremely correctly, but natural combat escalation towards the end of the campaign tends to take care of any leftovers.

The ultimate scope and scale of a campaign of Escapades are determined by how closely the Humans' ambitions line up with their schedules, brick supplies, and attention spans. But as far as the Heroes know, the size and length of a campaign is determined by the amount of **Budget** they can trick their faction into throwing at it. Assuming their plans aren't abandoned halfway into the first battle by the Humans' great new ideas for a hundred unrelated storylines, campaigns always expand to match whatever Budgets are available for their consumption.

A Hero's Budget is counted in **Unit Inches**. These Unit Inches represent the cash, manpower, and production resources his faction has made available for him to recruit, repair, and replace units over the course of his campaign. Heroes can slow their Budget's decline by reusing units and raiding for treasure, but all Budgets inevitably run out. A Hero who wins in every battle is still defeated if his units are wiped out when he has no Budget left to replace them. Campaign victory is a matter of making sure all the other Heroes run out of their units and Budgets first.

Unit Value

Unit Inch Values		
Unit or Item	Value	Notes
Non-Combatants		
Non-combatant minifigs, Creatures, and Vehicles	None	controlled in Civilian Round or by Mob Rule
Buildings, scenery, and Field Hazards		(Chapter F: Field Hazards)
Units and Equipment		
Weapons, devices, equipment, and emplacements	None	

Minifig or Specialist	1Ü*	* with some exceptions (Chapter S: Minifig Specialists)
Hero or Great Leader	2Ü	
Creature or Vehicle	orange arrow × Ü	includes one minifig operator, if needed
Unique Powers		
Heroic Feat	+1Ü	
SuperNatural Dice	+½Ü per d4	(D.2: <i>SuperNatural Dice</i>)
	+1Ü per d8 or d8	
	+2Ü per d10 or d12	



Non-Heroic units in a BrikWars campaign use the standard Unit Inch values introduced in MOC Combat ([MC.1 Making Mockeries](#)). Active combat units are worth as many Unit Inches as their Size inches. Inactive structures and non-combat units have no Unit Inch value.

While the MOC Combat system covers basic units, a number of new variations are introduced in Heroic Escapades.

The list of available minifig Specialists is greatly expanded ([Chapter S: Minifig Specialists](#)). Most are worth one Unit Inch, with a few exceptions: bargain-bin Specialists like the Worker and the Cannon Fodder are worth one half Unit Inch each, and unique Specialists like the Hero and the new Great Leader are each worth two Unit Inches.

Units and items can also be enhanced by Heroic Feats and SuperNatural Dice ([D.2: SuperNatural Dice](#)). Apart from Heroes and any other special exceptions negotiated by the players, these are unique items that can't be purchased as part of normal Army development. They can only be gained as Loot in Escapades.

Budget Example: Noxarian Security



Noxarian Security deploys high-value forces to protect high-value assets and charge high-value service fees.

Photo: BrickSyd
From "Noxarian Security"
Elements shown: LEGO

Example: As one of the largest corporations on planet Noxar, Noxarian Security knows the value of its services down to a fraction of a Unit Inch. Only the greatest Heroes have the Irresponsibility needed to take the Noxarian's massive combat vehicles on Escapades.

A typical Noxarian Army is split into an aerospace and a ground division.

Aerospace Division		
Units	Value	Total
Titan Starships Dropship		
Dropship (1 Pilot included)	1Ü Size 14"	14Ü
1 co-Pilot 2 Gunners	1Ü each	3Ü
Titan Starships Frigate		
Frigate (1 Pilot included)	1Ü Size 14"	14Ü
1 co-Pilot	1Ü each	1Ü
Aerospace Marines		
1 Hero	2Ü each	2Ü
1 Officer 5 Heavy Infantry (Heavies) 10 Infantry (Minifigs) 2 Mediks	1Ü each	18Ü
Total:		52Ü

Ground Division		
Units	Value	Total
Peacekeeper APC		
2 APCs (2 Pilots included)	1Ü Size 9"	18Ü
Infantry		
1 Hero	2Ü each	2Ü
2 Commanders 7 Sergeants (Officers) 12 Troopers (Minifigs) 11 Riot Police (Heavies) 5 Security Guards (Scouts) 4 Mediks	1Ü each	41Ü
Equipment		
3 Spider Turrets 3 Gun and Missile Turrets 1 Signal Hub 2 Propaganda Towers	n/a	
Total:		61Ü

11.3 The Army



Controlling thousands of worlds across the Tharcan Galaxy, the M-Throne Empire is committed to establish the Greater Good for all life-forms by all means necessary.

No one has been able to define the Empire's "Greater Good" precisely, but their "all means necessary" is the largest assembled military force in intergalactic space.

*Photo: Azmi Timur
From "M-Throne Imperial Army Overwatch"
Elements shown: LEGO, custom banners and stickers*

A Hero's **Army** is the collection of minifigs, vehicles, and other units assembled to die ridiculous deaths in his Escapades, constructed in physical form by the Hero's player. When attacking, defending, or randomly showing up to sow chaos, the Hero selects some or all of the units from his Army to take to battle.

Regardless of the size or power of the Hero's home faction, the units that he's able to recruit to any specific campaign tend to always be roughly equivalent to the threats he's opposing. Dramatic law dictates that his faction's other military assets are deployed elsewhere and committed to unrelated agendas.

Army Development



The Great Peace of Skion was broken when the Swarm attacked. Having mastered magic and science but forgotten the arts of war, the Skion had no choice but to reeducate themselves in a hurry.

Photo: Dinekes22
From "Dinekes Sci-Fi Factions"
Elements shown: LEGO

Army Development Costs	
Action	Cost
Add a Hero	2Ü
Restore a defeated Hero	1Ü
Add a new unit	Value of unit added
Add a captured unit	Free
Upgrade a unit	amount of Value increase to unit
Add weapons or equipment	Free
Repair a unit	Value of Effective Size inches repaired
Dismiss units	Free

The condition and composition of a Hero's Army will change over the course of a campaign as it takes damage and casualties, and as it recruits, builds, or captures new units and equipment.

Recruitment



The Grek Archohellene forces are led by gods and goddesses: Enyo, who is Discord; Ares Warmaker, the great Hero; and Apollo Far-Striker, the Grek Commander.

*Photo: Dienekes22
From "Dienekes Medivo Factions"
Elements shown: LEGO, BrickWarriors, Brickforge*

Operators

New units that require operators (vehicles, Half-Minded creatures, and weapon emplacements) must have a dedicated operator at the time of recruitment. The operator can be a new minifig recruited along with the unit, or an existing minifig in the Army not currently assigned to operate anything else.

At the beginning of a campaign, a Hero can spend some or all of his faction's Budget building a starting Army with whatever units he feels are appropriate. The army might be made up of veterans and survivors of his previous campaigns and adventures, or they might be fresh recruits with no idea what they're getting themselves into.

It can be a good idea for a Hero to hold some Budget in reserve when he recruits his initial Army units. This will allow him to make repairs and bring in reserves specifically tailored to counter his opponents' unit assortments and the changing tactical situation.

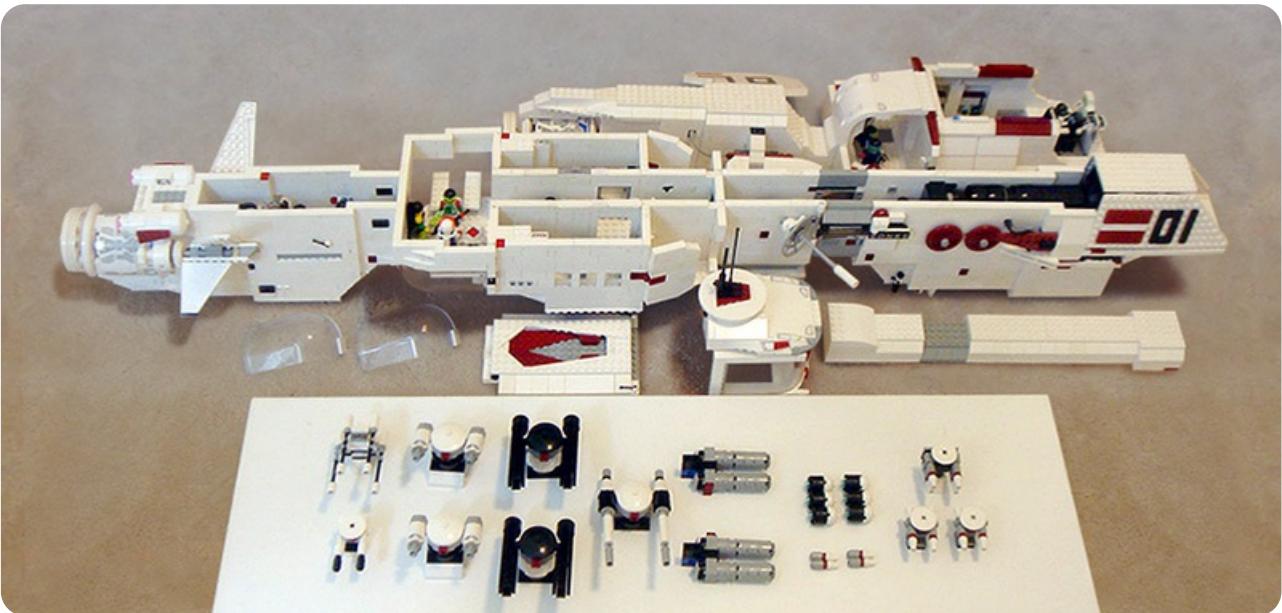
An Army can include units that its Hero isn't Irresponsible enough yet to deploy in the field. It's only a matter of time before his Irresponsibility level catches up.

Once a campaign is underway, a Hero can recruit new units between Escapades, as long as he has the Budget to do so. If the Budget runs out, his only hope is to try to capture more units or more Budget resources as Loot.

Retrofits and Repairs



The Assyrian warship Sonks, captained by the legendary Major Natalya, is the most decorated ship in the Assyrian Space Force.



After first seeing action as a Longinus IV-B class Corvette, the Sonks has been retrofitted into a Venus class Destroyer in response to the escalating threat from the Stranian capital ship Hodgepodge and its supporting fleet.

Due to the volatility of the division-by-zero point energy system powering the ship's unstoppable Hyper Phase cannon, a project of this magnitude can only be undertaken on the Assyrians' high-security Beige Carpet Shipyards, drawing on the stability of the plane underlying all existence.

Photo: Natalya
From "Assyrian Star Empire - All Units"
Elements shown: LEGO

A Hero doesn't get any refunds for scuttling, selling, or self-destructing old or unfashionable units. Instead, the Army can prolong its units' service by spending Budget to upgrade obsolete units and repair damaged ones.

As a cost-saving measure, units already in the Army can be combined or used as spare parts. It's common to pull minifigs off of infantry duty to replace missing operators, reassign Horses to pull abandoned chariots, or pull the cannon turret off a non-

functional tank chassis to reattach it to a still-functional golf cart.

The Budget cost of a retrofit or repair is the difference between the value of the unit or units the Army started with and that of the unit it finishes with. (The minimum cost is zero Unit Inches; an Army can't get Budget back by downsizing units.)

Retrofit Example: The Ballista

Example: Thanks to an accident involving a time-traveling biker gang, the ancient Thrashians have learned the art of diesel-engine ground vehicles. Their Hero decides to use this knowledge to upgrade his Army's ballista.



Ballista (stationary weapon with Gunner)

The ballista is built on a Size 2" chassis block to have sufficient power to fire a 4" Launcher. The player adds a 5" long fork chopper wheel in the front and dualie tires in the back. While these greatly improve the ballista's overall profile, they are surface elements and don't contribute to the Size of the ballista's core structure, which remains at 2".

As a stationary weapon with no unit abilities of its own, the ballista was worth zero Unit Inches before the upgrade, plus one Unit Inch for its minifig Gunner. Now it's a 2" vehicle worth two Unit Inches (a single operator, the Gunner, is included), for a difference of one Unit Inch. The Budget cost for this upgrade is one Unit Inch.



Ballista (vehicle with Gunner)

At Size 2", the ballista has two Enhancements to Armor. The Thrashian player replaces one of the Armor Enhancements with an Enhancement to Move, giving the ballista Armor:1 d10 and Move:5".

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CHAPTER 12**Fabulous Loot**

Before becoming the leader of the Metal Warriors, BFenix first had to satisfy the Gods of Metal and claim the forgotten blood sword RAGE in the Steelliums of Hellius.

Character by BFenix



On a remote moon in the Fang Sector, multiple forces are coming for the prisoner that the United Systems Alliance is holding in the Jacksonville Naval Base detainment facility.

*Photo: Red Rover
From "Prison Break!"
Elements shown: LEGO*

Grinding mobs is for amateurs. If a Hero has the spotlight, he's going to use it to nab some trophies.

A Heroic Escapade always has **Loot** as its objective. Whether treasure, magic weapons, captured hostages, or secret plans, it's only an Escapade if it has Loot to escape with, leaving any opposing so-called Heroes empty-handed.

Loot items are claimed by a Hero when his units escape with them over a friendly edge of the battlefield, when he or his units are in control of the items when the Escapade ends, or if the Loot is still lying around unclaimed when he achieves victory and takes control of the battlefield and everything in it.

Depending on the campaign fiction and the players' mutual agreement, some Loot might be claimed upon completion of a story-specific task instead - defeating a boss enemy, activating a series of control panels, or feeding the tastiest member of the royal family to a dragon, for example.

12.1 The Loot



By the unanimous consensus of respectable minifig treasurologists, the only appropriate way to store valuables is in obvious and easily stealable containers.

Not all Loot is created equal. A Hero's greed increases with his Irresponsibility, and his tastes only grow more expensive and exotic as a campaign snowballs forward.

Loot Appraisal

When preparing Loot for an Escapade, there are three attributes to decide: its Unit Inch value, its physical qualities as an object or objects, and which Heroes it appeals to.

Value

Heroes are temperamentally unable to fight for anything less than the maximum they can get away with at all times. Minifigs with a tolerance for half measures never become Heroes in the first place. Whether chests of gold, crates of weapons, or rescued prisoners, an Escapade's target Loot is always worth exactly as many Unit Inches as the Irresponsibility level of the Hero seeking it.

Loot may take the form of cash and treasure that can add Unit Inches to a Hero's Budget directly, or the Unit Inches may be already vested as units and Artifakts ready for a conquering Hero to claim.

In story-focused campaigns, the Unit Inch value can be more transactional, with Loot that grants benefits worth the proper number of Unit Inches. The Loot might be a faction banner or legendary beverage whose capture inspires new soldiers to join a Hero's Army, or a briefcase full of engineering plans or a sack of rare energy crystals that allow a Hero to build new war machines after the battle, or the kidnapped pastry chef whose rescue earns the support of doughty Doughnut Warriors for whichever Hero rescues him.

Physical Qualities

All Loot is represented by one or more physical objects. If a Hero completes the challenges set forth in the troll prophecy, the troll kingdom doesn't become his ally instantly; he receives a symbolic Trollface Mask that he must escape with first. Physical Loot items naturally become targets for rival Heroes to steal, destroy, place in minefields as bait, or toss back and forth in a deadly game of keep-away.

Unless the storyline or player preference dictate otherwise, Loot objects are about an inch in physical Size for every Unit Inch of value.

Appeal

Most Escapades target Loot with **universal appeal**: gleaming treasure, legendary weapons, and powerful Artifakts of war. All the Heroes involved in such an Escapade are fighting for the same prize, forging alliances and stabbing each other in the back in order to be the last one holding the bag at the end of the battle.

Not all Loot is desirable to all Heroes. The lost will and testament of the red Hero's billionaire great aunt is worthless to the blue Hero, just as the miracle cure for the blue king's necrotizing zombie butt disease is irrelevant to the red Hero. Rescuing the green Hero's best friend, unjustly imprisoned by a corrupt government for exposing foreign interference in the election process, is meaningless to either of them.

When an Escapading Hero stages an Escapade for Loot with **limited appeal**, he and his allies (if any) are fighting to seize the Loot on his behalf, while the defenders (if any) are fighting to protect it. Any other Heroes in the Escapade will have to come up with limited appeal Loot of their own, Koincidentally present at the same Escapade, subject to the approval of the player group. The value of the secondary Loot items are based on the Irresponsibility of the Heroes seeking them, but can't exceed that of the main Loot pursued by the Escapading Hero.

Limited Appeal Example: The Prison Break

Example: John Lenin, famous musician and Space Commie Hero, has been defeated and captured by the Galactik Police State. In his absence, the Space Commies have secured the services of Paul McCarthy, a cynical bounty hunter who specializes in tracking down missing Commies.

As a new Hero, McCarthy has an Irresponsibility level of 1, allowing him to Escapade for Loot worth one Unit Inch, which is conveniently the cost of restoring a defeated Hero. Paul McCarthy declares that he's staging an Escapade on the Galactik Police Prison, with the rescue of John Lenin as the Loot.

Despite his musical popularity, Lenin has limited appeal as a Loot item; only the Space Commies are able to make use of him if he's rescued. The other Heroes in the battle will have to decide whether to ally with the attacking Space Commies, ally with the defending Police State, or come up with their own limited appeal Loot.

The Space Mafia decide to take advantage of the Escapade to break one of their own minifigs out of the prison and do some damage to the Galactik Police in the process. Although the Space Mafia Hero has an Irresponsibility level of 3, the value of his Loot can't exceed that of the Hero staging the Escapade. He's limited to a single prisoner worth one Unit Inch.

Loot Categories

Not all Loot comes in the form of gold and currency, although those certainly have their appeal. Escapading Heroes quickly become connoisseurs of unique collectibles to further their campaigns.

Treasure



STARCorp prides itself on having more stealable loot lying around than even the Space Mafia.

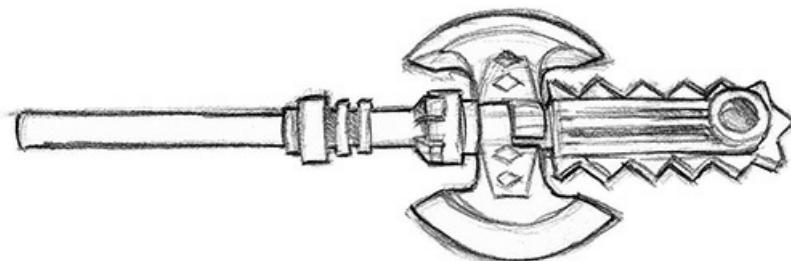
Photo: MadMario
From "STARCorp. LLC - State Of The Union Speech BR2,019 by CEO Grayde Deele"
Elements shown: LEGO

Treasure is the most basic and flexible type of Loot, although not as instantly useful as new units or weaponry. Safes full of cash, chests of gold bullion, sacks of stolen credit cards, and priceless Blue Deadly SpaceMan memorabilia can all be converted directly into Unit Inches for a Hero's Budget once successfully removed from the battlefield.

Dragon hoards, Spanish fleets, bank safes, and the museums of parasitic colonialist empires are all good places to Escapade for treasure.

Each treasure loot item is worth one Unit Inch. Each treasure taken adds one Unit Inch to the Budget of whoever claims it, and subtracts one Unit Inch from the Budget of whomever it previously belonged to.

Heroic Artifacts and SuperNatural Talismans



Magical swords, cursed rings, alien cannons, reality-altering gem-encrusted handwear, and necromantic books of interdimensional madness are like catnip for Heroes. Unfortunately, no matter how much Budget a Hero embezzles, **Heroic Artifacts** (6.6: *Heroic Artifacts*) and **SuperNatural Talismans** (D.2: *SuperNatural Powers*) can't be bought with regular Unit Inches. Heroes either have to seize them as Loot in an Escapade or wait for another Hero to seize them as Loot in an Escapade and then murder him.

An Escapade for Heroic and SuperNatural Loot can take Heroes to the halls of the gods, trap-filled crypts, lost cities,

wizards' towers, or the private collections of university libraries.

• Fighting Units



Neo-Prussian Hero Johnny Blitzkrieg never met an abandoned Luftpanzer he didn't like.

*Photo: Bragallot
From "Peach Pluton Apocalypse"
Elements shown: LEGO*

There are many ways for a Hero to claim enemy units and equipment for himself. Vehicles and Submissive creatures can be commandeered. Programmed units can be stolen and re-Programmed. Subjugated units don't automatically join their liberators, but there's nothing stopping the liberators from re-Subjugating them.

Besides stealing units from an outraged enemy, Heroes can Escapade for **fighting units** who exist specifically as Loot items. Lost allies to free from an ancient curse, a defending champion who will join the Heroes' cause if they can defeat him, a powerful autonomous mech left abandoned by an advanced precursor race, or unemployed vagrants who will take up arms for dental benefits are all valid Loot units.

Heroes might seek new units in villages under attack, ancient temples, abandoned sci-fi hangars, seedy taverns, monster lairs, and underground fight clubs.

Loot units may need some work to be useful for their new owners. Vehicles may need new operators, damaged units may need repairs, and even fresh units may need re-equipping and modifications to make a good culture fit with their new Army pals. These are handled in-between Escapades like any other Army maintenance tasks, and have the same Budget cost as for any other unit.

• Captives



Aethannian raiders sneak in as the Liossan invasion is already underway, successfully taking the Vasluxian VIPs prisoner and escaping by boat.

*Photo: Dienekes22
From "The New War - Finale"
Elements shown: LEGO*

Heroes, campaign leaders, and other plot-critical characters only truly die when the campaign fiction demands it, and even then it's usually reversed afterwards in a Koincidental retkon ([6.5: Heroic Deaths](#)). When one of these characters falls in battle, their incapacitated bodies become valuable Loot items, either as prisoners for their enemies to capture, casualties for their allies to evacuate, or hostages for meddling factions who haven't decided yet which group they fall into.

Captives might be held in a high-security dungeon, a low-security courtroom holding cell, a torture chamber for interrogation, or an opulent palace bedroom for marriage. A Hero might also stage a high-speed Escapade to hijack the vehicle transporting the captives to one or another of these locations, whether by bus, train, carriage, or starship. If a Hero wants to stage an Escapade to rescue a captive held by another Hero, the Heroes' players will have to negotiate a location that will be fun for both sides.

By the inescapable power of Koincidence, minifig bonds and restraints are notoriously loose, and any unrestrained unit can spend an Action to free any captive they can touch with their hands. Freed captives immediately become active units in the battle, joining the regular turn sequence with their own players as appropriate.

During an Escapade, captives bide their time, feigning submission and waiting for the opportunity to either escape or strike back at their captors. If a captor is about to take any action to harm one of their captives, all of his captives in the battle have the option to immediately activate with one Instant Benny each. The captor's turn and action are interrupted; all captives take a turn immediately. The captor's turn, including whatever action they had been about to take, can resume once the captives' turn is finished.

• Production Resources and Plot Hooks



If the Conventu Scolastici Aeterminatis can discover the secret of brewing Maniac Beer, it could change the balance of power throughout the BrikVerse.

*Photo: MadMario
From "A Quantum Leap?"
Elements shown: LEGO*

In story-driven Escapades, Loot can take more esoteric forms, depending on the players' tastes and the needs of the fiction. A data crystal with plans for the experimental Deathsteroid, the allegiance of a dwarven ForgeMaster with knowledge of fourth-level metalwork, an unholy pact with a flock of horse-sized ducks, and an evil sister's secret diary can all open unusual and forbidden avenues of unit production and plot continuity for Heroes who are unsatisfied by the standard options.

There are no specific mechanical advantages granted by captured **production resources** and **plot hooks**, but their fiction carries weight. A Hero who can change the direction of the story also changes what the Humans will let him get away with.

After the Escapade, a Hero who successfully captures this type of Loot gains story-appropriate units of his choice equal to the Loot's value. A captured production material like high-tech energy crystals might grant him the ability to build new high-energy beam cannon tanks or deadly beamsaber knights. A plot element like a family signet ring might inspire hereditary bondsmen to rally to the Hero's cause.

Whether the Loot has any long-term effect on the storyline or just a one-time benefit to the Hero's Army depends on the players' interest level and attention span.

12.2 The Loot Stronghold



As the target of infinity simultaneous invasions repeating for all eternity, the Four Rums may be the most fiercely-contested Stronghold in the BrikVerse.

*Photo: Ninja_bait
Model by Kenny "Kommander Ken" Bush
From "BATTLE OF THE KONVERGENCE"
Elements shown: LEGO*

Stronghold Defense Improvements	
Improvement	Effect
Fortifications	
Add Barrier	Add one barrier height 3", Armor 1
Increase Height	Increase height of one barrier by +2"
Increase Armor	Increase Armor of all barriers by one
Field Hazards	
Add Field Hazard	Add one Field Hazard 3" thick, one Hazard Die
Strengthen Hazard	Add one Hazard die to a Field Hazard and increase its thickness by +2"
Garrison Forces	
Strengthen Garrison	Add +1" to the maximum Size of Garrison units

Any Loot worth Escapading for is held in a **Stronghold**, protected by some combination of static fortifications, dangerous traps and terrain, and active defending units.

Like the value of the Loot, the Stronghold's defenses are based on the Irresponsibility of the Hero staging the Escapade. For every level of the Hero's Irresponsibility, the Stronghold receives one improvement to its **Fortifications**, **Field Hazards**, or defensive **Garrison**. If the Loot and Stronghold belong to a specific player, that player dictates the defensive arrangements. Otherwise, all players work together to decide what defenses are appropriate.

Depending on the setup, the Stronghold might occupy the center of the battlefield, open to attack from all sides, or it might occupy one end of the battlefield while attacking forces approach from the other.

Defensive structures and terrain can be built in a perimeter around the Stronghold (a medieval town wall and moat, an electrified perimeter fence, a ring of fused asteroids) or form a barrier blocking the approach (razor wire and trenches, a street barricade of crashed tractor trailers, a steep mountain pass flanked by sphinx statues that shoot laser beams out of their eyes), or they can be incorporated into the Stronghold itself (a concrete bunker, a zombie-proofed house, an armor-plated ice cream truck mobile command center).

Mobile Strongholds



Nothing beats the empty vacuum of space for ease of battlefield setup. In space campaigns, Strongholds or even whole battlefields are often capital ships rather than stationary locations on the ground.

Photo: Ninja_bait
From "Fleet Forum Battle"
Elements shown: LEGO

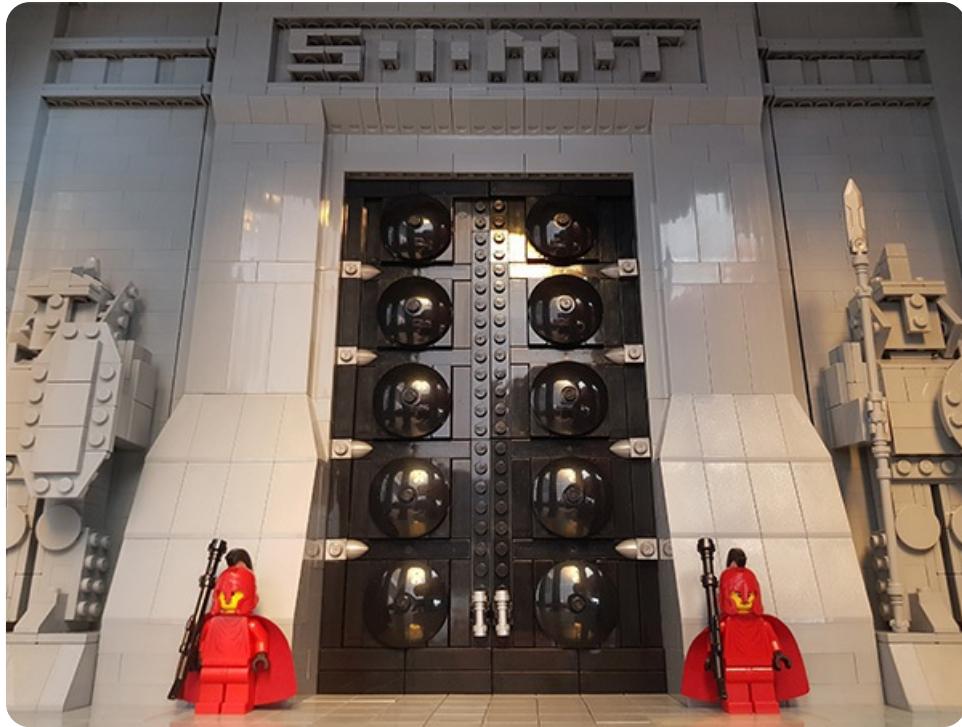
There's no rule saying Strongholds have to stand still - train heists, stagecoach ambushes, and capital ship boarding parties are all classic Escapades.

A mobile Stronghold can be treated like any other unit, moving around the battlefield to best position itself for defense. Especially large Strongholds can make use of the Thrust rules to make their movement appropriately ponderous (9.3: Thrust).

To capture the sense of a chase scene, however, it can be better to leave the Stronghold in place and move the battlefield around it instead. Pick a speed for the Stronghold's movement, and at the beginning of every cycle of player turns, move all units and scenery around the Stronghold backwards that many inches.

The rearmost edge of the battlefield is considered friendly to all factions. Whatever units fall off the back of the battlefield are removed from play and returned to their owners' Armies after the battle.

Fortifications



The gates of the M-Throne Imperial Senate Building have never been breached.

Photo: Azmi Timur
From "Imperial Senate Building"
Elements shown: LEGO



These makeshift wooden defenses aren't as strong as the stone walls around them, but they're a better option than leaving the breach open.

Photo: Dienekes22
From "The Start of the New War"
Elements shown: LEGO



Attackers are free to bring equipment designed to overcome a Stronghold's defenses. Walls aren't stealthy enough to catch them by surprise.

Photo: Dienekes22
From "The New War - Turn 3"
Elements shown: LEGO

Loot defenders can protect their valuables with heavy barriers. These might come in the form of stone walls and wooden palisades, or they might be junk-built barricades, rocky cliffs, or unusually thick and sturdy hedgerows.

When defenders improve a Stronghold's **Fortifications**, they can build a single barrier layer up to three inches in height (eight standard bricks) with maximum Armor: 1^{△10}. The defenders can use each successive level of strengthening to either add another layer of barriers, increase the maximum height of one barrier by two inches, or add a ^{△10} to the maximum Armor of all Fortification barriers (up to the appropriate maximum Armor level for the story and genre ([7.1: Structure](#))).

The designs of Fortification barriers are up to the players. They can include any features that fit the story and make them more interesting (gates, towers, helicopter pads, secret passages). Fortification barriers don't have to use their maximum Armor, form

complete encirclements or obstructions, or be built to any uniform height.

While their height and Armor is limited, Fortifications can be built to any length - a wall a hundred miles long is just as easy to punch through as one a hundred feet long; the main difference is how thinly the defending forces have to stretch to cover it.

Fortifications Example: Minus Torus

Example: Minus Torus is the last Stronghold of the Doomaloreans, an ancient line of stainless steel knights. The castle citadel is heavily fortified with both masonry and magic.

With nine levels of Fortification improvements, the defenders give the fortress a 3" high ring of Armor: 1  stone walls (1 improvement level) and add two more rings inside it (+2 levels). They increase the height of the second ring to 5" (+1 level) and the innermost ring to a 7" tower (+2 levels) protecting their precious Loot: the Holy Chrome Cannon.

The Doomaloreans spend their final three Fortification improvement levels to raise the Armor of the walls. 3  is the standard strength of stone walls, but the players decide that 4  is a fair Armor value for castle walls enhanced by centuries of enchantment.

Field Hazards

In addition to physical barriers, Loot can be protected by dangerous and difficult environments. A Stronghold might be encircled by minefields and razor wire, a lava moat, a powerful repulsor field, or piles of poop left by inconsiderate dog owners and/or their dogs.

When defenders improve a Stronghold's **Field Hazards**, they can add one Field Hazard up to three inches thick with a single Hazard Die (*Chapter F: Field Hazards*). Each subsequent level of improvement can either add another Field Hazard or strengthen an existing Field Hazard by adding another Hazard die and increasing its maximum thickness by two inches.

Defenders don't have to design Field Hazards that use their maximum Hazard dice or thickness or that form complete or uniform encirclements or obstructions.

Field Hazards Example: The Poop Bog

Example: The legendary Poo on a Stick, a sacred Artifakt of the debased Dungan civilization, rests on a porcelain throne in a shrine deep in the deadly poop bog.

The Dungans improve their Field Hazards three times. They use the first improvement to add a 3" thick ring of sucking mud (Difficult Terrain, -1  Move) around the shrine island. The second adds a 3" thick ring of powerful wind gusts around the shrine itself (Concealed Hazard, 1  Thrust away from the shrine). They use the third to strengthen the wind ring, increasing its thickness to 5" and adding a second die of overwhelming stench (Exposure Damage 1 , breathing units only).

The Garrison

Putting Loot to Use

Heroes love to grab Loot that's useful in combat - magic weapons, powerful units, and deadly machinery. For Garrison forces defending Loot items that could turn the tide of battle, it seems foolish not to use them.

When a Garrison force decides to use its own Loot in combat, the value of the Loot is included in their total Unit Inch value.

Even when using Loot to oppose invaders, Garrison units can't carry Loot items away from the Stronghold.

Passive defenses can slow the advance of an Escapading Hero, but they're rarely enough to kill him. Whenever possible, defenders prefer to call on local forces and minions to act as disposable meat shields. Castle guards, town police, wandering monsters, frenzied cultists, and summoned abominations can all be deployed to spoil an Escapade. If the defending forces belong to an existing Hero's faction, the Hero's player can take control of them; otherwise, they can be assigned to any player without a Hero participating in the Escapade, or treated as mobs controlled by Mob Rule (*MC.5: Endgames*).

When defenders improve a Stronghold's **Garrison**, they can add defensive units and weapon emplacements with a maximum Size of 1" each. Each additional improvement increases their maximum Size by one inch.

This is identical to the way the Sizes of Escapading units are limited by their Hero's Irresponsibility, but in a horrifying opposite Responsibility version.

The defenders can add as many or as few units to the Garrison as they like, although their final Unit Inch value can't exceed the total value of the forces deployed by the Hero staging the Escapade. Regardless of which faction the defending forces belong to, Garrison units aren't taken from any Hero's Army, and can be treated as completely disposable.

Because Garrison units belong to the Stronghold bastion rather than to any Hero, they're officially designated as bastards.

If a Stronghold has a Garrison, then the Fortifications and everything inside them belongs to the Garrison defenders, everything outside them belongs to the Escapading Hero and his allies, and either group entering the other's territory is on Deadly Ground (*MC.3: The Benny*).

Garrison units don't have the initiative to carry or move Loot items in any direction away from the Stronghold, although they can leave the Stronghold to collect Loot items and bring them back. Only a Hero is Irresponsible enough to try and steal Loot items from his own faction.

Garrison Example: The Zombie Outbreak



Example: Ash Housewares, a legendary chainsaw-wielding Hero, has been captured! It's up to backup Hero Phil Jalentine to rescue him.

After tracking Ash's location to a high-security holding facility hidden inside a Parasol Corp hospital, Phil makes an unsurprising discovery. As usual, the hospital has suffered a Koincidental zombie outbreak just as he arrives.

The defenders decide to add a Garrison, but Phil is a new Hero with an Irresponsibility of 1 - enough to bring a small team of minifigs and stage an Escapade with Ash as Loot, but not much more. This means that the Garrison can only be strengthened a single level, and its numbers will be limited by the size of the team Phil is bringing.

They use their limited Garrison size to add a pair of militarized corporate security guards and a handful of zombies. It's now a race to see if Phil's team can extract Ash before the zombies chow down on enough neutral hospital patients to build up a zombie army and overwhelm them.

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- 13.4: The Final Battle**

CHAPTER 13**Staging Battle**

Over the course of a friendly King of the Hill battle in the 2,009th Rekonstruktion, a series of perfectly reasonable countermeasures and Hill-wrecking nuclear armageddons resulted in a dimension of infinitely replicating Hill duplicates. With no way of identifying the one true Hill, the Dutch warrior (and suspected horse) Rody retired from the eternal battle to forge a mighty Hilltop tavern from indestructible Orange Transparent bricks.

The Hill Dimension's unique properties place it outside the universal BrikPocalypse cycle, making the Four Rums the only location in the BrikVerse with both a consistent chronological spacetime and a hard-won license to serve the Immortal Empire's psychosis-inducing Maniac Beer. Minifigs and creatures from all Retkons and Rekonstruktions gather in this extradimensional social hub, free from their usual kontinuities, to share Orange-tinted views of the eternal campaign raging outside and to fondly monologue about their ongoing plans to exterminate each other.

Wiki entry: [The Four Rums](#)

All Loot is defended. Even if a Hero finds Loot left abandoned in an empty field, he'll still have to fight his way through all the other Heroes who Koincidentally show up at the same time to claim it. (If no one else shows up, he calls off the whole Escapade; undefended Loot offers no glory and is beneath a Hero's attention.)

If the Loot is owned by a specific faction, they become the gracious **Host** of the Escapade, in charge of organizing the defenses in the same way the Hero staging the Escapade organizes the attack. While the Escapading Hero and his player dictate the broad overview of the battlefield when they declare the Escapade, the Hosting faction's player (if any) has approval over the battlefield's final features and layout.

Any or all of the players can work together to design and construct the battlefield according to the requirements of the Escapading Hero and Host. The size and difficulty of the terrain should allow units to move into combat distance with important targets or each other in the first turn, based on the general movement and attack ranges of the units in the participating Heroes' Armies.

13.1 Attackers, Defenders, and Meddlers

Once the Escapading Hero has declared his Escapade, the other Heroes in the campaign propose their alliances for the battle.

With the Escapading Hero's approval, other players' Heroes can join the Escapade as his allied **attackers** for however many turns they're able to resist the lure of Inevitable Betrayal ([MC.3: The Benny](#)).

If the Loot belongs to a Host faction, the Host coordinates the defense. With the Host's approval, other players' Heroes can join the defense effort as allied **defenders**, tempted by Inevitable Betrayals of their own.

Heroes not aligned with either the Escapading Hero or Host can crash the battle as **meddlers**, taking advantage of the violence

to pursue their own agendas.

● Attacking and Meddling Forces

Effective Size and Accounting



When counting up a force's Unit Inches, unrepaired damage can affect a unit's Value. Each inch of Size Damage reduces a unit's Value by one Unit Inch, to a minimum of 1Ü.

The Escapading Hero drives the Escapade, and the size and scale of the battle are based on how many Unit Inches' worth of forces he brings.

If there are other attacking or meddling Heroes in the battle, whether allies supporting the main Escapade or rivals Koincidentally arriving at the same moment with their own agendas, the Unit Inch values of each of their individual forces can't exceed that of the Escapading Hero's deployed force.

If he's able, the Escapading Hero must deploy at least as many Unit Inches worth of units as his own Irresponsibility level. If he's not able, the other forces in the Escapade can overlook his shortcomings and deploy as if he had successfully brought a properly Irresponsible amount.

● Defending Forces

The Hosting faction has two potential defensive forces. It can use improvements to the Stronghold's Garrison to raise a force of local defenders with a maximum Unit Inch value equal to the Escapading Hero's deployed force. It can also send a Hero to support the defense; this Hero can field as many of his Army units as his Irresponsibility allows, ignoring any limits from the Escapading Hero.

If the Host is supported by allied defenders, the forces of each ally are limited to the combined Unit Inch value of the forces led by the Host's Hero and those in the Garrison.

● Underdogs

Whether out of defiance, desperation, or dramatic tradition, minifigs fight harder when they're outmatched. **Underdog** Heroes go first in the turn order and start the battle with Bennies in proportion to their numerical disadvantage. While Bennies are no replacement for units on the ground, they give an underdog Hero extra flexibility to do more damage with fewer numbers.

When the Garrison and all Heroes have selected their forces to deploy in an Escapade, the players count up each force's total Unit Inch value. These totals can be compared to determine whether the attackers or defenders are the underdogs in the fight.

These initial totals are also useful later on when a Hero needs to know whether he's lost half his forces and it's time to Fight a Losing Battle.

The Escapading Hero and his allies add up the sum of their deployed Unit Inches, and the Host faction and its allies do the same. Whichever of the two sides has fewer total Unit Inches deployed is the underdog. An underdog Escapading Hero or Host receives a number of underdog Bennies equal to the difference between the two totals, which they can spend or share with allies however they wish over the course of the battle.

If an Escapade has no Host, then all meddlers not allied with the attackers receive underdog Bennies equal to the amount by which the value of the Escapading Hero's force exceeds theirs.

No matter how large the imbalance of power, the number of underdog Bennies a Hero can receive is limited to the Unit Inch value of their own forces, not including allies.

Picking Sides

With the Stronghold established and battlefield prepared, players decide which sides of the battlefield belong to the attackers, the defenders, and the unaligned meddlers. This will be their **friendly edge**, representing the direction of their logistical support, getaway vehicles, and theoretical reinforcements. When evacuating, retreating, or absconding with Loot, Heroes can only safely withdraw units and items off of a friendly edge. These are returned to the Hero's Army reserves or added to his Budget.

Loot items and equipment can only be claimed by a Hero if they're carried off his own friendly edge by his own active units. Objects that exit the battlefield by other means (fired from a catapult, left behind in an out-of-control royal carriage, caught on fire and fled in a panic), don't end up in the possession of any Hero, regardless of whose edge they exited on.

The edges assigned to attackers and defenders never move during the battle, but individual Heroes can change which edge they're friendly with as they make or break alliances with either side.

Restricted Spaces

On a constricted Battlefield with bottleneck entrances, there may not be enough edges to give everyone a friendly side.

Attackers must always have a direction to attack from, but defenders might be limited to the forces in their Garrison, and meddling factions might be out of luck entirely unless they can form an alliance of convenience.

Under constrained conditions, players will have to get creative about finding ways to introduce forces to the battlefield. Unconventional methods are often one-way only – a faction might make their entrance by means of orbital drop pods, catapult launches, hidden portals, or by smuggling themselves in barrels, but once they're on the battlefield there's no way out again except to fight.

● **The Stronghold**

A battlefield's **Stronghold** protects the Escapade's Loot. If the Stronghold has a Garrison, it deploys its units and weapon emplacements here.

The Stronghold area includes the Fortifications and everything inside or behind them. If there are no Fortifications to mark the perimeter, players can use other terrain features and decorations to indicate the boundaries, or leave them vague and agree not to worry about it.

If a Stronghold extends past the edges of a battlefield, those edges are treated as part of the Stronghold interior and can't be used as friendly edges by any side. This includes the defenders. If they want to exit the battlefield, they must first exit the Stronghold and then find their own friendly edge outside it.

● **The Attackers' Edge**

The Escapading Hero picks a side of the battlefield to stage his Escapade from. Sometimes this will be dictated by the campaign fiction or the layout of the battlefield. If the battlefield is divided in half by a Fortification wall, for instance, the attackers start on the outside edge facing it. Otherwise, the **attackers' edge** is up to the Escapading Hero's preference.

The attackers' edge of the battlefield is the friendly edge for the Escapading Hero and all of his allies. If all of the attacking Heroes are wiped out, exit the battlefield, or Betray their alliance, the attackers' edge becomes an uncontrolled edge.

● **The Defenders' Edge**

If the Escapade has a Host, they pick an edge of the battlefield as nearly opposite to the attackers' edge as makes sense. This is the **defenders' edge**, and it serves as the edge for the Host and their allies.

If all of the defending Heroes and Garrison units are wiped out, exit the battlefield, or Betray their alliance, the defenders' edge becomes an uncontrolled edge.

● **Uncontrolled Edges**

Any edges of the battlefield not claimed by the attackers, defenders, or as part of the Stronghold are **uncontrolled edges**, friendly to any meddlers in the battle.

Depending on the layout and terrain, meddler Heroes can often have more options for deploying and withdrawing forces than the attackers and defenders. A meddler Hero can treat all uncontrolled edges as their own, regardless of which edge they deployed from, which alliance they were in at the beginning of the battle, and which edges used to belong to other Heroes who got wiped out.

13.2 Deploying Forces



An Esduin invasion force deploys on the shoreline of the Upper Norselands as alarmed Frostborne defenders mobilize in the Fortified Stronghold.

Photo: Kenny "Kommander Ken" Bush
From: "Waves of Krimson Gold"
Elements shown: LEGO

Actual Size and Deployment



When determining whether a unit can participate in a battle, only its **Actual Size** is considered - not its **Effective Size** or **Unit Inch** value.

A Hero with a single level of **Irresponsibility** can bring his **Size 1"** self, even though Heroes are worth two **Unit Inches**, but he can't bring a **Size 2"** wounded Horse, even though its wound brings its **Effective Size** down to one inch.

An Escapade's Garrison forces deploy in the Stronghold, and its local mobs loiter wherever seems least convenient. All other forces are brought by Heroes. A Hero's starting units and any later reinforcements deploy within one turn's movement of a friendly edge.

Deploying units can use a Sprint roll to improve their placement, but this counts as an Action spent and prevents them from taking response Actions before their first turn.

The types of units a Hero can bring to an Escapade depend on how Irresponsible he is. The cumulative errors of judgment that allow a Hero to deploy a mob of minifigs waving swords and pistols around are relatively small compared to the massive abrogation of responsibility required to launch a similar-sized force of orbital battle cruisers with supporting triceratops cavalry.

A Hero can mobilize any or all units from his Army whose individual Sizes don't exceed his Irresponsibility level. A Hero with Irresponsibility:2, for instance, can bring as many **Size 1"** minifigs and **Size 2"** cavalry as he wants, but he can't bring a single **Size 3"** armored vehicle.

Tactical Advantage

If a minifig commander would like to leverage his tactical expertise for a more favorable deployment, all deployed forces choose their top Command Specialist to make an Action Roll ([S.7: Command Units](#)), adding +1 to the roll if they're also fielding one or more Scouts. (If the Host has both a Garrison force and a supporting Hero arriving from the battlefield edge, each force rolls separately.) The force with the lowest roll must deploy its units first, and the other forces deploy their units in order of increasing die rolls.

If a Command Specialist critically fails this roll, or if a deployed force doesn't have a Command Specialist, then its units have paid even less attention than usual and their highest-rolling enemy may swap the locations of any two of their deployed units of similar Size and Propulsion type.

If a Command Specialist's roll is at least twice as high as his highest-rolling enemy, then he's outwitted them completely and can set up an **ambush**. After all other forces have set up their troops, the ambushing force can place its units anywhere on the battlefield except for inside an enemy formation or Stronghold.

Deployment Rush

The more Irresponsible a Hero is, and the lighter his units, the faster he can mobilize them. If the largest unit a Hero is deploying is smaller in Size inches than his Irresponsibility level, the Hero can make a **rush**, moving and acting before his heavier opponents are ready.

When one or more Heroes makes a rush, an extra rush turn takes place at the beginning of the battle. Heroes take their turns in regular turn order, skipping Garrison forces and Heroes with units too large to take advantage of the rush. After the rush turn, the battle continues with all forces taking regular turns.

The Commander

The Commander			
Action	Move	Armor	Value
d6	5"	4	1
Specialty			
Strategic Intervention (required)			

Before a battle, a Hero selects units from his Army to accompany him using whatever method seems most personally fulfilling. Time spent in consideration of the enemy's tactical disposition and how to best counter it is much less exciting than a contest of strength, an employee raffle, or throwing darts while blindfolded, and a Hero's priority is to skip any and all boring parts and get straight to the action.

Once the Hero takes the field, he's too busy being a Hero to worry any further about his units' deployment or crippling dart injuries. If his forces need to call in strategic support in response to an evolving tactical situation, they rely on a **Commander** to make it happen.

Strategic Intervention

Strategic Intervention Specialty:

can spend an Action and use a communications device to gain one Strategy brick after witnessing a successful kill, or to spend Strategy bricks on Strategic Interventions

A Commander is glued to his communication device. Whether using a radio, smartphone, signal flag, crystal ball, or carrier pigeon, the Commander relays critical updates to the Hero's Army or faction headquarters that go completely ignored until the Commander's forces manage to kill something.

Whenever a Commander or one of his Scouts witness his forces kill or destroy an enemy unit at least one inch in Size, the Commander can use an Action to relay the information to his superiors. This adds one brick to his force's **Strategy** pile, held off to the side of the battlefield. He can cash in these bricks on later turns, spending an Action to call in **Reinforcements** or **Strategic Bombardment**.

No matter how many enemies a faction kills or how many Commanders are standing around to witness it, a player can only add one brick to their Strategy pile per turn.

RTS Commanders

For a more RTS-style battle, players can agree to give Commanders access to other sources of Strategic income and deployment options. Extra Strategy bricks can be looted from battlefield treasure caches, carried over between battles, or harvested by Workers to add to the Commander's pile. Production facilities staffed by the appropriate Support units can construct new Reinforcement units, and teleportation chambers and magic portals can beam them in directly rather than having to summon them from the edges of the battlefield.

In this style of battle, it's especially important to protect Commanders in order to maintain production abilities. Strategy bricks do players no good if there's no Commander to spend them.

Reinforcements

Non-Escapade Reinforcements

In a non-campaign battle, Commanders might not have a specific Army to draw units from. Players are free to use whatever Reinforcements they're able to bring in without slowing the game down, whether building new units on the fly during opposing players' turns, bringing a pre-built supply of Reinforcements just in case, or grabbing minifigs and vehicles at random from the nearest bin.

If a battlefield doesn't have assigned friendly edges, Reinforcements can enter from any part of the battlefield edge that's closer to a friendly or allied unit than it is to any enemy units, and with no enemy units within ten inches.

When a Commander calls in Reinforcements, he can spend Strategy bricks to bring in fresh units and equipment. Each spent Strategy brick deploys one Unit Inch worth of Reinforcements from the Hero's Army. The units aren't subject to the Hero's usual Size limits - they're activated by the Commander's Strategy bricks, not by the Hero's Irresponsibility.

As part of the same Action, the Commander can deploy any existing units waiting in his reserve, either because his player held them back from deployment at the beginning of combat or because they previously exited the battle over a friendly edge. Reserve units have no Strategy brick cost.

Reinforcements appear at the end of the turn they're called in on, taking their Movement and Action on the following turn. They deploy like any other unit, appearing within one turn's movement of their Hero's friendly edge.

If a faction sends units to battle but a Commander doesn't want to field them immediately, he can hold them in **reserve**. Unless they're Fighting a Losing Battle, units that exit the battle voluntarily from a friendly edge can also be placed in the reserve for the chance to be recalled later. Deploying reserve units has no Strategy brick cost. A Commander can deploy them freely as part of any Reinforcement Action.

Units waiting in the reserve are counted as part of their force's Unit Inch value, unless their faction no longer has a surviving Commander in the field to deploy them.

Strategic Bombardment

Strategic Bombardment			
Payload	Strategy Cost	Use	Damage or Effect
Explosives	x1 bricks	Strategy bricks x4	x d10 Exp
Reinforcements	x1 bricks		worth of Reinforcements
Supplies	x1 bricks		inches of Payload Size

Strategic Bombardments arrive one turn after firing.

The Big Drop

Rather than making an Action Roll to see where their Bombardment lands, a player can hold their physical projectiles above the target and let gravity do the math.

The player holds the payload 5" off the ground for every Strategy brick spent on the Bombardment, and lets go. The objects land wherever they end up.

Drop Zones

A Commander whose Strategy depends on Reinforcement and supply drop Bombardments can skip recruiting Scouts and set up dedicated drop zones instead.

Arcane summoning circles, mobile teleporter beacons, video game spawn points, and parking lots painted with giant bullseyes can all be treated as permanently Marked for Strategic Bombardment for no extra cost. The Size of each drop zone limits the Payloads that can be sent there. Strategy bricks spent on a drop zone Bombardment can never exceed the number of inches in the drop zone's Size.

When a Commander calls in a Strategic Bombardment, he can drop a Payload onto any target Marked by an allied Scout, launched from Strategic weapons located somewhere off the map. Depending on the genre, these might come from offshore artillery, jet airstrikes, orbital death satellites, or powerful wizards launched overhead by magikal trebuchets.

A Commander can spend bricks from his Strategy Pile to deliver a Bombardment of Explosives, Reinforcements, supplies, or any combination of the three. An Explosive Bombardment costs one Strategy brick for each  of Explosive Damage delivered. Reinforcements delivered by Bombardment cost one Strategy brick for each Unit Inch of value, regardless of whether the units come from the Commander's Army or reserve. Non-unit, non-Explosive Payloads can be delivered as supplies, with a cost of one Strategy brick for each inch in their Payload Size.

Unit and supply Payloads without Flight ability or parachutes take Collision Damage on impact and are Disrupted.

Reinforcement units can be fired alongside a payload of Explosives for a dramatic entrance, or with Explosive variants like Smoke bombs for an entrance focused more on visual cover and less on blowing themselves up on arrival.

Strategic Bombardment attacks ignore Range, but like all long-distance Payloads, they take a full turn to arrive ([8.4: Heavy Explosives](#)). The Bombarding player places a marker at the intended impact point and waits.

The player waits until the beginning of their next turn to make the Action Roll (or several Action Rolls, if the Bombardment is made up of multiple smaller Payloads instead of a single large one) to find out how badly the Bombardment missed its target. The Use rating of each attack is four times the number of Strategy Bricks spent on the Bombardment.

If a Hero's Army has an undeployed unit capable of delivering the Payload in an airstrike or artillery fire, the Commander can use it to carry out the Bombardment, using the unit's Action Die and any applicable Gunnery or Assistance bonuses. Otherwise, the Commander's player rolls a generic  in the assumption that somebody off-map knows what they're doing.

13.3 Victory And Defeat

In BrikWars, defeat and victory exist as concepts, but only to prod players towards BrikWars' higher goal of ridiculous blood-soaked hijinks.

Escapading Heroes aren't especially concerned with who wins or loses individual battles. Their focus is on who ends up with the Loot, and how many rival units they can eliminate in the process. Even if a Hero wrests control of a battlefield, he lacks the strategic support and administrative aptitude to do anything useful with it. Most of the time his superiors have no idea what he's doing there, and the rest of the time they wish they didn't.

Winning a battle has a single advantage: the victor can casually seize whatever Loot, random items, and non-combat bystanders haven't already been grabbed and absconded with. He can take possession of the site, pillage its resources, abandon it, or burn it to the ground according to whim.

Depending on the campaign story and the players' mutual agreement, captured noncombatants may become prisoners, switch sides willingly, or be pressed into service as unwilling labor (Half-Minded: Subjugated).

Losing a battle, by contrast, has all kinds of advantages.

Determining Victory

Victory in an Escapade is determined by which forces haven't been defeated yet when players decide the battle is over.

At the beginning of the battle, the defending Host holds the victory by default. Unless all defending forces are defeated, the Host retains control of the battlefield, along with whatever parts of it aren't destroyed or stolen in the course of the battle.

If the defending forces are defeated, whether by elimination, escape, or by Fighting a Losing Battle, then victory belongs to the Escapading Hero, unless he's defeated as well. If the Escapade has no defending forces, then the Escapading Hero only achieves victory if all of the meddling Heroes are defeated instead.

If the Escapading Hero and defending Host are both defeated, any Heroes still on the field can snatch the victory if all opposing Heroes are defeated.

If players end the battle without a clear victor, they'll have to decide the distribution of whatever Loot is left on the field by other means. Depending on the nature of the Loot and the ongoing story, it might be divided among the survivors, it may be lost in the chaos and only found again in a later Escapade, or players may determine its fate by a What I Say Goes roll.

Embracing Defeat

Losing at Home

Garrison forces that choose No Man Left Behind when Fighting a Losing Battle use the defenders' side of the battlefield when retreating. Safely evacuated Garrison units aren't added to any Hero's Army (unless the Hero spends Budget to recruit them afterward), but the Bennies can help them cover the retreat of the Heroes who actually matter.

Even in full retreat, Garrison units can't evacuate Loot items. Only a Hero's units can move Loot away from a Stronghold.

A force is defeated when it concedes voluntarily, when it's eliminated or withdrawn from the battlefield, or when its player declares it's Fighting a Losing Battle. The force's surviving units can still fight for other objectives, but they can no longer claim victory.

A force that's **Fighting a Losing Battle** accepts a loss in battle overall in exchange for tactical advantages on the field ([MC.5: Endgames](#)). A force can choose to Fight a Losing Battle at any time if it's lost at least half of its Unit Inch value, and if it (and its allies, if any) have fewer Unit Inches of surviving units than at least one of its enemy Heroes or alliances.

If all of a force's Heroes are eliminated or leave the battlefield, they must automatically Fight a Losing Battle, regardless of how their Unit Inches stack up.

If a force is Fighting a Losing Battle, its allies aren't obligated to also concede defeat or Fight the same Losing Battle.

13.4 The Final Battle



In the battle of Ragnablok that brought an end to the Nehellennium Galaxy kontinuity, the 45th Union's Iron Maiden mech is caught in the crossfire between the Grand Galactic Empire's Artemis flagship and the Allied Nations' Ripper battlecruiser. With the arrival of a Great Wyrm of Axeleron, the mech seizes his opportunity to slay the rider and claim the mount for its own.

Photo: Kenny "Kommander Ken" Bush
With models by Ninja_bait, Aoffan23, Bookwyrn, and Kenny "Kommander Ken" Bush
From 'BATTLE OF THE KONVERGENCE'
Elements shown: LEGO

With a little patience and restraint, it's possible for a Hero to defeat his enemies by simply waiting around long enough for them to exhaust their Budgets and run out of troops.

Luckily for everyone, Heroes are minifigs of action, and neither patience nor restraint exist in their genetic makeup. If a Hero's Irresponsibility is greater than his target's remaining Budget, he's ready to meet them in **Final Battle**.

A Final Battle is a special Escapade where the Loot is the final defeat of either the Escapading Hero or the Host. If either or both are defeated, they're out of the campaign.

Final Battles take some extra negotiation between players. Even if a Hero is on his last legs, his player may not be ready to end his story just yet. A Final Battle only takes place with the consent of the defending player, and all players work together to decide how to build a satisfying story climax.

Final Deployment

In a Final Battle, players ignore whatever deployment rules they need to in order to provide an appropriately epic end to the Heroes' stories. Heroes have no deployment limits on unit Sizes or Unit Inch values. (Garrison forces, however, are still limited by the Stronghold defense level and the value of the Escapading Hero's deployed forces.) The Host faction and its allies can deploy anywhere on the battlefield, including inside the Stronghold alongside the Garrison forces.

Unless they have no surviving Hero to lead their forces, players can't introduce new Heroes in a Final Battle, but they can deploy as many of their existing Heroes as they want. Final Battles are a unique event where Heroes are able to set aside their Crankiness for the sake of an epic team-up. Each player is still limited to one Heroic Feat per turn, however, no matter how many Heroes and Heroic Weapons they have on the field.

If one of the Host's Heroes has a greater Irresponsibility level than the Escapading Hero, the defenders can use his Irresponsibility to set the Stronghold's number of defensive improvements rather than that of the Escapading Hero.

Final Loot



Satan, in his infinite hubris, declared a Last Stand against himself for the bone throne of Hell.

After a pitched battle between the local representatives of the damned and a surprise cameo by the archangel Bob Ross, victory ultimately went to the Demon of Treachery - the spirit of an evil hot dog who gave Flamer Shaftglutton food poisoning once.

*Photo: Travis Archer
From "Battle for the Glory of Satan!"
Elements shown: LEGO*

If the defending Host declines to spend his remaining Budget to bolster his forces for the Final Battle, whatever Unit Inches are left over become bonus Treasure Loot in the defenders' Stronghold. If the defending forces successfully repel the attack and the Host retains possession of the Treasure, it returns to the Hosting Hero's Budget and he can continue his campaign as normal.

Even if the Host's forces face certain defeat, they can take revenge from beyond the grave by helping an ally escape with their Treasure to use against the attackers in later battles.

Story-critical Loot can't be removed from the battlefield in a Final Battle. Players are free to invent whatever Koincidences they need to in order to keep critical plot items on the table until the Final Battle is complete.

Story-Critical Loot Example: The Triangles of Power

Example: An ancient Trianglist prophecy tells of three Triangles of Power that can grant the power to destroy one third of the world in a single meteor strike. If successful, this would be Ossum enough to end the timeline and kick off a new Rekonstruktion, and so the selfless dinosaur Hero Thanosaurus Rex undertakes the righteous quest to collect the Triangles and combine them into a Million Bazillion Glove.

Opposing him in this noble endeavor are the Heroes of a dozen civilizations. Their alliance is led by Capital A, whose belief in minifig property rights outweighs any amount of Ossumness that might result from planetary destruction.

After a series of daring Escapades, Thanosaurus has managed to capture two of the three Triangles. Capital A and his allies have secured the third, and are defending it from Thanosaurus's forces in a Final Battle.

In a normal Escapade, any Hero on either side could grab one of the Triangles and escape with it, dragging out the campaign into further Escapades. In a Final Battle, the fate of the Triangles and the world will be decided once and for all, and any Hero holding a Triangle is forced to stand and fight.

The Last Stand

In a Final Battle, the Host's Hero and Garrison can choose to Fight Losing Battles at any time, regardless of whether they meet the usual requirements. The Hero might use the opportunity to strike a desperate final blow against his attackers, he may try to pull off a daring final escape even as his campaign ends in defeat, or his goal might be to smuggle out the seeds of some future Hero's campaign against his victorious enemies. Regardless of the success or failure of his efforts, the Hero's adventures in the campaign are over after Fighting a Losing Final Battle.

If an Escapading Hero decides it's time for his own story to end, he can declare a Final Battle against himself and make a **Last Stand** against his enemies. The Hero acts as both Escapading Hero and Host, and uses his own Irresponsibility for the number of defense improvements to the Stronghold.

At the beginning of a Last Stand, the defending Hero and Garrison can immediately Fight a Losing Battle. Regardless of the outcome, a Last Stand is always the end of its Hero's story arc in the campaign.

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CHAPTER S**Minifig Specialists**

Every great civilization has learned through bloody experience to maintain a standing Army of military professionals. These dedicated soldiers are the men, women, animals, droids, and miscellaneous extras who risk their lives (and the lives of as many innocent bystanders as possible) to destroy enemy units and property in the name of their arbitrarily assigned faction membership.

S.1 Specialist Roles

A well developed minifig military has a full spectrum of defined **Specialist** roles, from basic Workers and Skirmishers to highly trained Mediks and Snipers. Each Specialist has his part to carry out, from the Cannon Fodder on the front lines jumping on grenades to protect the vital strategic doughnut reserves, to the Commander back in mission headquarters performing vital doughnut consumption activities.

Minifig Specialists				
Title	Stats	Specialties	CAP	
Civilians				
Civilian		Civilized		
Professional	 d4 0	Civilized Job Training 		
Infantry				
Minifig				
Worker	 d4 ½Ü	Job Training 		
Cannon Fodder	 0 ½Ü	Irrelevant		
Skirmisher	 7" 3	Harassment		*
Scout		Pathfinding Tracking 		*
Phalanx		Shield Wall March		*
Marksman		Aiming 		*
Sniper	 d4	Sniping		*

Minifig Specialists				
Title	Stats	Specialties	CAP	
Heavy	4" 5	Compensating		*
Operators				
Rider	**	Horsemanship		*
Pilot		Stunt Driving d8		*
Gunner		Gunnery d8		*
Support				
Tek		Assistance		*
Mechanik		Mechanical Aptitude d8		*
Engineer		Rationalism d8		*
Medik		Ker-Triage d8		*
Cybernetik		Mad Science d6		*
Elite Units				
Commando		Field Training		
Hero	d10 7" 2 2Ü	Heroic Ego Dueling		
Command Units				
Officer	d4	Coordination d8		
Leader		Inspiration d6		*
Commander		Strategic Intervention		*
Great Leader	d4 2Ü	Megalomania		

except where noted, all minifig Specialists have
 Action: Move: 5", Armor: 4, and Value: 1Ü.

* a CAP marked with an asterisk is required equipment for the Specialist.

** a Rider or Pilot is counted as part of his Horse or vehicle, with no Unit Inch value of his own.

Specialty Dice

Many Specialist minifigs have a Specialty marked with a or . These **Specialty dice** are rolled to determine the effectiveness of the Specialty when it's used.

There are two units (described in their own sections below) with the ability to modify or borrow Specialty dice. The Tek gives Assistance to boost an ally's Specialty die by one die size, and the Commando can use Field Training to copy any of his teammates' Specialty die abilities, but with the Specialty die size reduced by one.

A handful of minifig Specialist roles have already been introduced in previous books: the Hero and Rider in the Core Rules, and the Mechanik, Gunner, Pilot, and Medik in MOC Combat, each with rules for their respective Specialties. As the mission objectives made up by Human players become ever more gratuitously convoluted, a minifig military requires a wider range of Specializations to keep up.

New players should feel no obligation to add these advanced Specialists to their battles. If they do, they should limit themselves to one or two. While each Specialty is relatively simple on its own, the extra rules can add up quickly for players who aren't used to the system yet.

CAPITALISM

In the scramble of rapid mustering and deployment, minifigs have limited time for paperwork. Rather than tracking which minifigs have which Specialist roles according to entries in an Army accounting spreadsheet, it's easier to base a minifig's Specialty on his equipment loadout, using a property-based system of **CAPITALISM**.

Under **CAPITALISM**, minifigs aren't defined by anything so esoteric as their thoughts or souls or what's in their hearts. Like Humans, minifigs in a CAPITALIST system have no identity or value apart from their material possessions, and they eagerly seek out opportunities to sacrifice the lives of friends and family for sweet, sweet meaningless inventory items.

Instruments of CAPITALISM			
Specialist	CAP	Examples	
Civilians			
Civilian		Bare Hands or food	pizza, carrot, wine goblet
Professional		Professional Tool or uniform	frying pan, money, mop
Infantry			
Minifig		Any weapon	sword, baseball bat, rocket chainsaw launcher
Worker		Worker's Tool or uniform	pickaxe, galley oar, ball and chain
Cannon Fodder		Short weapon	knife, raygun
Skirmisher		One-handed weapon	shortsword, revolver, small spear
Scout		Optical Tool	binoculars, telescope
Phalanx		Large Shield	riot shield, Viking round shield, Roman scutum
Marksman		Minifig Long-Ranged Weapon	rifle, longbow, energy staff
Sniper		Scoped Long-Ranged Weapon	sniper rifle, sniper longbow, sniper energy staff
Heavy		Any too big weapon	minigun, anime sword, cartoon hammer
Operators			
Rider		Horse	horse, hoverbike, hang glider
Pilot		Vehicle	steam shovel, blimp, aircraft carrier
Gunner		Mounted weapon	catapult, battleship deck gun, machine gun emplacement
Support			
Tek		Another Specialist	Medik, Mechanik, Engineer, Cybernetik
Mechanik		Mechanik's tool	wrench, drill, hammer
Engineer		Engineering tool	laptop computer, sextant, sonic slide rule, coffee mug
Medik		Medikal tool	syringe, scalpel, first aid kit, whiskey

Instruments of CAPITALISM			
Specialist	CAP		Examples
Cybernetik		Science utensil	circular saw, ice cream scoop, magic chemicals, remote control
Elite Units			
Commando		Backpack	pack, basket
Hero		Cape	cape, cloak, trenchcoat
Command Units			
Officer		Shoulder decoration	epaulets, pauldrons, spiked shoulder armor
Leader		Motivational tool	pom-poms, megaphone, electric guitar, inspirational cat poster
Commander		Communications device	radio, trumpet, signal flag
Great Leader		Unusually fancy hat	plumed enviro-helmet, golden crown, striped stovepipe hat



lowercase f

Lowercase **f**, nemesis of the heroic CAPITAL A, commits atrocities against CAPITALISM in a quest to trick minifigs into thinking that their worth isn't determined by how much extraneous wealth they generate for their corporate owners.

Lowercase **f** was invented by a marketing committee to be defeated and humiliated by CAPITAL A in 17-minute escapades on a weekly basis, leaving plenty of time for sponsors' messages.

CAPITALIST minifigs are sorted into jobs based on their uniform and equipment. A scientist doesn't become a scientist by wasting time studying in some boring school or laboratory. He's a scientist because he has a lab coat. A Hero is a Hero because he has a cape, a Heavy is a Heavy because he has a weapon that's too big, and a galaxy-spanning space civilization's Divine God-Emperor is granted his title and authority as a benefit of having the fanciest hat.

The piece of clothing or equipment that determines a minifig's role in life is his **Career Assignment Piece**, or **CAP**. Once a minifig receives his **CAP**, he's stuck with the job it assigns, even if he scavenges different equipment later or loses his own **CAP** through misadventure or criminal sentencing. (De-CAPitation is the harshest form of CAPITAL punishment).

A **CAP** can be any item, from a pair of binoculars (making its owner a Scout) to a jet fighter (making its owner a Pilot). For most Specialist roles, the **CAP** is required equipment, and they must have it with them at the beginning of any battle. For others, the **CAP** is just a convenient marker to distinguish them from other Specialist types, and can be replaced with any other identification system that the players find convenient. Players should feel free to make up their own **CAPS** according to their available brick collections and desired military theme.

Tool-based **CAPS** act as a kind of Half Power Impairment to balance a Specialty's advantages. By occupying one of the minifig's Hands, a tool or equipment requirement cuts the minifig's weapon capacity in half.

Laissez-Faire CAPITALISM

Under standard CAPITALISM, a minifig's first CAP-assigned job is permanent. In more libertarian forms of CAPITALISM, minifigs can change careers at will by simply picking up different equipment. A lowly janitor can grant himself an instant promotion to Medik Hero by picking up a syringe and a cape, letting him skip weeks of Medikal study and hours of Heroic posturing. Just as easily, a Medik and Hero can find themselves demoted to rank civilians after getting bamboozled by a janitor.

Laissez Faire CAPITALISM results in even greater anarchy than usual BrikWars, and gives players the option to skip boring pre-battle loadout selection in favor of hordes of unarmed minifigs making a mad dash for equipment caches once the battle begins. It's particularly appropriate for FPS deathmatch arenas and scenarios based around Black Friday mall-looting shopping sprees.

CAPITALISM

The earliest CAPs were handed down from the Protofig forebears of the 1,977th Rekonstruktion: flat-topped POLICE hats, ten-gallon COWBOY hats, and pigtailed GIRL hair, corresponding to the three Protofig genders of sir, dude, and ma'am.

When the first true minifigs appeared in the new Rekonstruktion that followed, they mirrored the Protofigs' example with three CAPs of their own: the CASTLE helm, the CITY hard hat, and the SPACE helmet, dividing all minifigs into strict playtheme castes. This CAP-based system, known as CAPITALISM, gave order and stability to all minifigs' lives, along with a valuable built-in justification to murder each other.

Over time, CAPITALISM fell out of favor, thanks to the continually-expanding explosion of new CAPs and job roles in subsequent BrikVerses. It retains pockets of support among konservative and fundamentalist factions who hold to an originalist reading of minifig identities. This is particularly true in the United Systems Alliance, thanks their state hero, CAPITAL A.

By replacing his removable CAP with an unremovable CAPITAL A tattooed onto his own face, CAPITAL A has remade himself into CAPITALISM's AVATAR and APOTHEOSIS. It was CAPITAL A who shared his dream with the people of the United Systems Alliance that they could one day live under a new CAPITALISM for all consumer goods, where they would be judged not only by the type of their hat, but also by their car and by their retail electronics and by the contents of their weapon holsters.

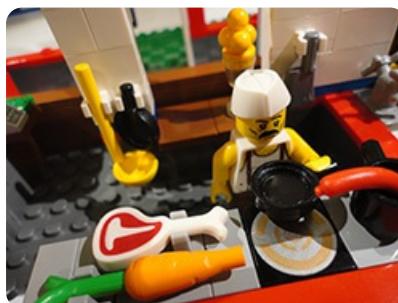
(BrikWiki entry: [United Systems Alliance](#))

S.2 Civilians



Janitors and secretaries are the most dangerous employees in any Civilian organization.

Photo: Kenny "Kommander Ken" Bush
From "Revel Rousers"
Elements shown: LEGO



Hardened Professionals are never more than one annoying customer away from a killing spree.
This diner chef is extremely aware that every item in this kitchen is a potential murder weapon.

Photo: MadMario
From "Generic American Diner"
Elements shown: LEGO

Sadly, not every minifig in the BrikWars universe is cut out for military service. Whether due to physical, psychological, or philosophical weakness, many unfortunate individuals are denied the opportunity to take part in their factions' campaigns of mass destruction.

This unhappy majority still has its purpose to serve. Without the teeming hordes of **Civilians**, who would construct the industrial centers to bomb? Who would raise the next generation of soldiers? How would the military finance its operations without a large subscription base for their recreational wars on pay-per-view?

For minifigs, the blood, gore, and agony they inflict on their opponents is only half the fun. Piles of steaming enemy corpses are appetizers in anticipation of the main course of terror, disfigurement, and lifelong psychological trauma that they can bring about by staging battles in the midst of innocent and unsuspecting Civilian populations.

Civilians will almost never have any serious effect on the outcome of a battle (unless one of the Heroes refuses to fight until he

gets some sushi, in which case his faction had better hope one of the local Professionals is a SushiChef). Civilians exist only for casual inflation to the body count, so there's no need to stress out over how their initial placement and control are handled. Players can go with whatever their playing style suggests.

The Civilian Round

Unless there's an extra player who wants the task of controlling the Civilian population, the simplest way to wrangle them is to place all Civilian minifigs, vehicles, and buildings as free scenery during battlefield setup. At the end of each cycle of player turns, the Civilians take a **Civilian Round** in which all players (regardless of whose "side" the Civilians are on) control the Civilians by Mob Rule (*MC.5: Endgames*), taking turns picking an unused Civilian and directing him through his everyday mundane tasks. The Civilian Round can serve as a useful break to relax, step out to hit the refrigerator or bathroom, or explore the complex soap-opera melodrama of common Civilian lives in between rounds of more militarized violence.



In the Kingdom of Heidra, peasants are gathered into disposable militias and put on the first line of battle as tactical hors d'oeuvres.

*Photo: Quiriacus
Elements shown: LEGO*

Civilians can occasionally form small armies of armed rabble, if the military's misbehavior gets them riled up enough. They may sometimes even receive assistance from unaffiliated soldiers with whom they've shared pizza or nachos. It can be fun to play out battles in which one or more armies has a large Civilian component, just to watch the Civilians get blasted to bits in the course of their futile attempt to make any difference whatsoever.

The Civilian

The Civilian			
Action	Move	Armor	Value
d4	5"	4	0
Specialty: Civilized			

Most Civilians don't have sense enough to get the hell out of a war zone, and end up stumbling across streets filled with rocket fire and exploding vehicles on their way to work at the police departments, gas stations, and fast-food franchises that compose the majority of Civilian cities. Occasionally, Civilians will band together in riots and uprisings against government oppression or in support of their local sports team. Other times, they'll grow tired of the local warlords' continued raids for supplies and entertainment, and take it upon themselves to try and fend off the brigands. Regardless of the situation, a Civilian heading out onto the battlefield hasn't got much to look forward to besides getting splattered.

Specialty: Civilized

units are controlled by Mob Rule

A minifig suffering from the **Civilized** disability has very little capability to act in his own self-interest or follow through with consistent plans. Players use Mob Rule to take turns controlling as many Civilized units as they can stand to during a special Civilian Round.

The Professional

The Professional

Action	Move	Armor	Value
d4	5"	4	0
Civilized			
Job Training d6			
			

Even without any enemies to kill, Civilians still have jobs to do. A Civilian doing a job is treated as a **Professional**. Very few Professional jobs involve killing, and so all Professionals hate their jobs. The mark of a true Professional is that he'll drop his job at a moment's notice if there's a chance to engage in real violence.

Specialty: Job Training d6

improves Action Die to d6 for specific job-related tasks

Job Training makes a Professional slightly less incompetent, using his Specialty d6 instead of his usual Action Die for any job-related tasks. A Barista Professional, for instance, has a Civilian's regular d4 Action Die for non-coffee-related tasks, but a d6 for operating an espresso machine, overcharging customers, and dodging awkward pick-up lines from hipster coffeeshop deadbeats.

The Professional is still subject to a Civilian's Civilized handicap; players take turns controlling Professionals in the Civilian Round along with all the other Civilians.

S.3 Infantry

Infantry is the heart and soul of all BrikWars armies. An army's Infantry units are responsible for operating the weapons and machinery of war, keeping score with their own accumulating corpses, and enjoying the spoils of victory in the rare instance that any of them survive.

It's possible, although inadvisable, to field infantry-free armies made up of automated machinery or strange otherworldly non-Infantry beings. But without a host of fighting minifigs with hopes and dreams to splatter across the landscape, the exercise falls flat. Conveniently, the hopes and dreams of fighting minifigs are heavily focused on splattering each other across landscapes, and so any ensuing splattery is satisfying for splatterers and splatterees alike.

The Minifig

(Chapter 2: The Mighty Minifig)

The Minifig			
Action	Move	Armor	Value
d6	5"	4	1
			

The **minifig** is the basic unit of BrikWars. Although lacking the Specialties of more advanced units, minifigs can perform any basic function of combat to a competent degree - operating weapons, riding animals, piloting vehicles, and committing battlefield atrocities with a standard Action d6.

The Worker

The Worker			
Action	Move	Armor	Value
d4	5"	4	½
<i>*subject to Stupidity if not actively working</i>			
Specialty: Job Training d6			
			

A **Worker** is a special kind of Professional who works directly on behalf of his faction, rather than bumbling around with the other Civilians. All Workers are Half-Minded - either Programmed, Submissive, or Subjugated (10.1: *Minds*). They can be automatically converted and put to work by any new faction that captures them with a successful Grab (possibly changing their Half Mind in the process - a group of Submissive construction workers might become Subjugated when captured by a hated enemy).

Specialty: Job Training

improves Action Die to **d6** for specific job-related tasks

Like the Professionals, **Job Training** lets a Worker roll his Specialty **d6** rather than his regular **d4** Action Die for any job-related tasks. Unlike Professionals, this enhanced Action is used for the benefit of the Worker's faction rather than for screwing around uselessly in the background.

Whenever a Worker isn't actively engaged in job-related tasks, he's prone to Stupidity like any other Incompetent unit.

The Cannon Fodder

The Cannon Fodder			
Action	Move	Armor	Value
d4	5"	0	½
Specialty: Irrelevant			



This camping tent is a limitless source of identical Bobs. Where did they come from? What are they doing in there? The only way to avoid the disturbing implications is not to care in the first place.

*Photo: MadMario
Elements shown: LEGO*

Cannon Fodder are forgettable extras who exist only to absorb enemy attacks without risking anything of value. If players want an epic-scale battle without the stress of fielding minifigs who actually matter, Cannon Fodder make great filler.

Specialty: Irrelevant

attacks do 1 point of Damage; Actions never go Over the Top; Effective Size 0"; unit can Respawn endlessly but it doesn't matter

Cannon Fodder are **Irrelevant**. Their Actions never go Over the Top, and their attacks never do more than one point of damage. The single point is enough to kill other Cannon Fodder and the occasional Size 0" Vermin, but it's largely ineffective against real targets unless used in Combined Fire with real minifigs operating real weaponry.

Cannon Fodder have an Effective Size of 0". This gives them zero Momentum Dice, zero Physical Opposition, and zero throwing ability, and they can Shove for a grand total of zero inches. Cannon Fodder can't wield anything larger than a single Short-sized weapon or item (a Hand Weapon, Short-Ranged Weapon, or Minifig Tool).

Spawners

Cannon Fodder can be set up with free **Spawners** to respawn endlessly, because sometimes it takes multiple reincarnations to really hammer home their disposability.

When a Cannon Fodder is killed, he and his weapon can be left where they fall or removed from the battlefield, and no one notices or cares. His corpse may flash in and out a few times before fading away, or turn upside-down and fall off the bottom of the screen while a point total rises above his place of death. On the following turn, a new, identical Cannon Fodder can reappear in a designated Spawner area, and nobody notices or cares about that either. Cannon Fodder are just that Irrelevant.

Depending on the players' tolerance for endless Cannon Fodder, a player can set up one Spawner area for each Cannon Fodder in their army. These might take the form of a barracks tent, a teleportation portal, a troop transport, or a summoning pentagram. Spawners operate by the power of plausible deniability - as long as enemies can't prove that there aren't any more Cannon Fodder inside, there are always more Cannon Fodder inside. As soon as an enemy unit either touches or damages the inside of a Spawner, however, the Spawner is "cleared" and no more Cannon Fodder can emerge from it.

The Skirmisher

required item: any one-handed weapon

The Skirmisher

Action	Move	Armor	Value
d6	7"	3	1

Specialty: **Harassment**



(required)



The Rogue is more interested in escaping with the cash than in scoring kills.

*Photo: Red Rover
From "RedRover's RPG Ideas"
Elements shown: LEGO*

A **Skirmisher** is a quick and lightly-armored minifig specializing in harassment, evasion, and avoiding responsibility or consequences. Skirmishers are useful for pinning down clumsier foes with open attacks followed by flimsy evasions like "it was just a joke," "it's not my fault you're so sensitive," "I'm sorry if anyone was offended," and the classic "I'm just going out for some cigarettes." The stupider the excuse, the better for keeping targets confused and off-balance while the Skirmishers escape repercussions.

Specialty: Harassment

unit can Disengage from Close Combat freely without drawing Counterattacks

A Skirmisher has professional **Harassment** training, allowing him to Disengage from Close Combat freely after making a single one-handed attack. As long as he Disengages to a distance outside of the reach of his opponents' Close Combat weapons (including any Angry Inches), he escapes consequence-free, without drawing the usual Counterattacks.

Skirmishers only use one-handed weapons and equipment. A Skirmisher who equips larger items, or whose movement is reduced to Half Speed for any reason, is unable to use his Harassment ability and must suffer Counterattacks as normal when Disengaging.

The Scout

*required item: any Optics Tool
(F.3: The Scout)*

The Scout			
Action	Move	Armor	Value
d6	5"	4	1

Specialty: **Pathfinding** ♦d8
Tracking



(required)

The **Scout** is an ultra-paranoid minifig with a sixth sense for navigating Field Hazards, detecting hidden enemies, and Marking targets for allied attacks. To take advantage of his Specialties, he must carry an optical Tool like a telescope or binoculars.

Specialty: Pathfinding ♦d8

♦d8 Action when rolling vs. Field Hazards; stops safely before setting off Concealed Hazards for self and others

Scouts have the **Pathfinding** Specialty, which allows them to safely navigate Field Hazards (Chapter F: Field Hazards). A Scout rolls

his Specialty ♦8 for any Action Roll involving a Field Hazard or Trap.

When traveling or leading other units in single file through a Concealed Hazard, the Scout rolls his ♦8 to see how many inches they can safely travel during the turn. He can then stop at that distance without setting off the Hazard.

Specialty: Tracking

automatically detects hidden or invisible units, Traps, and Triggers; allows Marking of a target for allied visibility and a +1 Action Bonus to Ranged Attacks

A Scout also has the **Tracking** Specialty. A Scout's intense paranoia allows him to see all hidden or invisible objects within his field of view, including units, Traps, and triggers. Any unit or target visible to a Scout is also visible to all allied units, even if they don't have a line of sight to the target.

Tracking allows a Scout to spend an Action to Mark a single target within 8" that he can see. Until the beginning of the Scout's next turn, the target is considered visible to all allies, and they receive a +1 Action Bonus when making Ranged attacks against it.

The Phalanx

required item: a Heavy Shield

The Phalanx			
Action	Move	Armor	Value
d6	5"	4	1
Shield Wall			
March			
 (required)			

Phalanx minifigs specialize in coordinated use of Heavy Shields in formation with other Phalanx minifigs. Greek hoplites, Viking raiders, and militarized riot police are all examples of Phalanx units.

Specialty: Shield Wall

units can cooperate to form a shield wall, automatically Parrying all damage from one direction

If a Phalanx minifig is in formation with one or more other Phalanx minifigs, all with Heavy Shields pointed in the same direction, then they have formed a **shield wall**. While protected by a shield wall, all damage from the other side of the shield wall is automatically Parried, without spending any of the minifigs' Actions or Counters. Individual Phalanx minifigs can't use their Shields to Parry damage from any other direction without breaking the shield wall.

When fighting in a Squad protected by a Phalanx's shield wall, minifigs in Squad Close Combat cannot be forced into a Full Engagement (SQ.4: *Close Combat Engagement*). If they are forced into a Full Engagement from an attack on one of their non-shield-wall sides, or if they choose to drop the shield wall and enter into a Full Engagement voluntarily, the shield wall is broken and any shield wall benefits are cancelled for as long as they are in Full Engagement.

A Phalanx can open and close a shield wall very quickly in order to let allied units pass through unhindered without losing their shield wall advantages. A group of Skirmishers coordinating with a Phalanx can be great for popping through a shield wall to Harass enemies on the other side before escaping again.

Specialty: March

units Marching in formation ignore movement penalties from Heavy Armor while walking

If a Marching minifig is in a Squad with at least one other Marching minifig, they can March in formation, walking at normal speed and ignoring Movement penalties from Heavy Armor. Marching is walking only - units cannot jump, Sprint, or climb in the same turn as Marching, although they can still Bail if necessary. Marching does not cost an Action.

The Marksman

required item: a minifig Long-Ranged Weapon

The Marksman			
Action	Move	Armor	Value
d6	5"	4	1
Aiming ♦8			
 (required)			

The **Marksman** is a minifig who specializes in combat with handheld Ranged weapons. Medieval longbowmen, digital disc-throwers, and halfling slingers all fit into this category.

Specialty: Aiming

can Aim a Ranged attack as a full-turn Action, using a Specialty  to replace the Action Roll, replace a Damage die, or to add inches to Range

Marksmen have the **Aiming** Specialty, granting them a Specialty  they can use to increase the effectiveness of a Ranged attack.

When Aiming, a Marksman can make a single Ranged attack with a Short- or Long-Ranged Weapon or an AutoGun set to single fire. Aiming is a full-turn Action; the Marksman can turn to face in a new direction, but he can't use any Move inches during the turn.

Aiming is slow, and enemies in position to make response Actions always have time to do so. A single point of damage or inch of KnockBack is enough to ruin a Marksman's Aim. His Action remains spent, and he can still take the shot, but he can no longer take advantage of an Aiming bonus.

If he's able to finish Aiming without being rudely interrupted, the Marksman can use his Specialty  to either replace his Action Die for the Action Roll, to replace one of the weapon's Damage dice, or to add inches to the weapon's Range.

The Sniper

required item: a minifig Long-Ranged Weapon with a scope attached

The Sniper			
Action	Move	Armor	Value
	 5"	 4	 1
* subject to Stupidity if Sniping is interrupted			
Specialty: Sniping			
 (required)			

When young minifigs are diagnosed with farsightedness, they're sent away to special summer camps under the supervision of carefully-untrained Mediks who screw up their eyeglass prescriptions to cause even-farthersightedness. This makes the patients unbearably clumsy for close-up work, but preternaturally precise at a distance. They also gain a tolerance for lots and lots of camping — perfect candidates to become **Snipers**.

Specialty: Sniping

can Snipe with a scoped Long-Ranged Weapon as a full-turn Action, Automatically Hitting targets at least 5" away



Tloxnars Firearms offers the finest in precision sniper rifles to the mercenaries, adventurers, and wannabes of the outer Cyran System.

Photo: MadMario
From "Tloxnars Firearms"
Elements shown: LEGO

As a full-turn Action, a Sniper can **Snipe** with a scoped Long-Range Weapon. The weapon must have a physical scope built onto it, even if the Sniper has to steal a Scout's optical Tool and a Marksman's Long-Ranged Weapon and combine the two himself.

When Sniping at a target five inches away or more, the Sniper can skip the Action Roll. Every shot is an Automatic Hit, no matter how ridiculous or unlikely. The damage can still be affected by Out of Range penalties, and RedShirts can intercept the shot, but the Sniper's aim is always perfect.

Like an Aiming Marksman, the Sniper's Sniping abilities are canceled if he's interrupted during the turn, and he's then forced to take the shot with his uninspiring  Action Die. On the turn after his Sniping is interrupted, his concentration is broken, and the Sniper is vulnerable to Stupidity like other Incompetent units.

Because his field of view is so constrained, the Sniper is treated as an inanimate object while Sniping, and he can't Parry enemy attacks or make response Actions of any kind.

The Heavy

required item: any too big weapon

The Heavy

Action	Move	Armor	Value
d6	4"	5	1

Specialty: **Compensating**



(required)



The **Heavy** is a physically powerful minifig who can perform inadvisable feats of strength as long as he doesn't have to move anywhere at the same time.

Specialty: Compensating

when standing still, can use weapons 1" larger than normally allowed

Whether due to superior strength, coordination, or the superhuman determination that rises from crippling insecurity, Heavies are able to wield larger weapons than other minifigs thanks to their **Compensating** Specialty. As long as a Heavy doesn't use any Move inches during the turn, he can lift, operate, and throw objects 1" larger than usual, and he's treated as having a Size of 2" when resisting Grabs, Shoves, and Collisions.

Most often, Heavies use Compensating to wield and fire a 2" Ranged weapon, but it also allows the use of larger Close Combat weapons. A Compensating Heavy can wield Heavy Weapons as if they were Hand Weapons, Two-Handed Weapons as if they were Heavy Weapons, or a Size 3" Melee Weapon as if it was a Two-Handed Weapon.

S.4 Operators

Minifig units running around generously granting each other horrible injuries and death are the easiest units for Human players to empathize with, but they're far from the most powerful. Siege-level vehicles, weapons, and steeds bring the heavy piles of dice, and all of these larger creations benefit from the Actions of specialized minifig **Operators**.

An Operator is often treated as a part of whatever he's Operating, with no real identity outside of the creation he's in charge of. If a vehicle or Half-Minded creature is worth at least one Unit Inch, it comes with an appropriate Operator at no extra charge.

The Rider

*required item: a Horse or other steed
(H.2: Riding a Horse)*

The Rider			
Action	Move	Armor	Value
d6	5"	4	0

* included with Horse

Specialty: **Horsemanship**



(required)

While any minifig can ride a Horse, the **Rider** is an experienced horseman who fights as one with his steed. Riders are most often found on the back of some variety of Horse, but their skills apply to any vehicle or mount, from dragons to riding lawn mowers to

assault helicopters.

Specialty: Horsemanship

can control a steed or vehicle and make attacks with handheld weapons as part of a single Action

Where lesser minifigs have to choose between either controlling their steed's movement and weapons or fighting with their own minifig weapons in hand, a Rider has the **Horsemanship** to do both at once, as naturally as if he and his steed were a single unit. In Close Combat, Riders and their mounts can Parry, Counterstrike, and take attacks for each other at will.

When an Action Roll is called for, the mount always uses the Rider's Action Die, regardless of whose is larger.

The Pilot

*required item: any vehicle
(9.4: Piloting)*

The Pilot			
Action	Move	Armor	Value
d6	5"	4	0
<i>* included with vehicle</i>			
Specialty: Stunt Driving			
 (required)			

All minifigs can operate vehicles, but only a **Pilot** can show how they were meant to be driven. Whether any non-Pilots agree that forklifts and hot air balloons were meant for loop-de-loops and barrel rolls is immaterial.

Specialty: Stunt Driving

once a turn, defy a controlled vehicle's movement limitations for up to Stunt Inches

Even compared to other minifigs, Pilots lack any sense of self-preservation. Once per turn, a Pilot can harness this advantage to violate the laws of both physiks and courteous driving to pull off a **Stunt Driving** maneuver.

The Pilot declares the Stunt he's about to pull, measures how many inches this will push the vehicle beyond its sane performance limits, and rolls his Specialty . If the number rolled is equal to or higher than the number of Stunt inches needed, then the Stunt is successful.

If not, then the number rolled is the number of inches for which the Stunt succeeds, and the remaining inches are given to an enemy player to use as Thrust against the vehicle while the enemy explains how the Stunt failed disastrously.

The Gunner

*required item: must be assigned to a mounted weapon
(8.5: Manning Guns)*

The Gunner			
Action	Move	Armor	Value
d6	5"	4	1
Specialty: Gunnery			
 (required)			

All minifigs love firing mounted weapons, regardless of which direction they're pointed or what gets destroyed in the process. In the occasional instance where accuracy is required, a team of trained **Gunners** can make the difference between hitting picked targets and blowing oneself up at random.

Specialty: Gunnery

Action with mounted weapons; allows Gunnery Support Action

For any Action Roll related to the use of a weapon mounted on a creation, **Gunnery** allows the Gunner to roll his Specialty rather than his regular Action Die.

Gunners can spend their Actions to provide **Gunnery Support** to another unit operating a large weapon, each granting a cumulative +1 Action Bonus to attack. The number of minifigs in the firing team (the firing minifig, plus the Gunners providing Gunnery Support and Teks providing Assistance) is limited to the number of inches in the Size of the weapon, and each minifig must be able to access the weapon or a working set of controls for it.

As long as the weapon keeps firing at the exact same point, and neither the weapon or the target move, the Action Bonuses from

Gunnery Support continue until the weapon moves or aims somewhere else. Each turn that the firing team fires the weapon at the same target, they can **home in**, adding additional Gunnery Support bonuses to the continuing Action Bonus from the previous turn. Any Critical Failure cancels the homing in bonus and requires the Gunners to start over.

S.5 Support

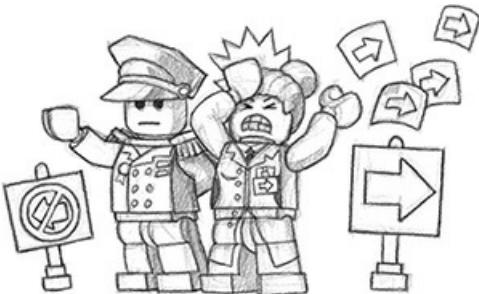
Fighting battles is hard work, and all elements of a military force can use some **Support**. Whether stapling misplaced limbs back onto soldiers, bolting misplaced thrusters back onto rocket ships, or mixing things up and duct-taping misplaced rockets onto the soldiers to make rocket soldiers, Support units are on the job to restore units' capacity for aggression in order to keep violence flowing freely.

The Specialties of most Support Units depend on a successful **Construction Action** (7.3: *Field Construction*). To initiate a Construction Action, a minifig spends an Action and immediately goes on break, doing nothing else for the rest of his own turn. From the end of that turn to the beginning of his next, the minifig can do his Specialty work during the time when any opponent is taking their turn. Mechaniks build new creations, Engineers modify existing ones, Mediks perform improvised surgeries, and Cybernetiks commit crimes against nature. At the beginning of the Specialist's following turn, or whenever they're interrupted by damage, Disruption, or death, their Construction Action ends immediately and they're stuck with the results of their labor.

The Tek

required item: must be assigned as an assistant to another Specialist

The Tek			
Action	Move	Armor	Value
d6	5"	4	1
Specialty: Assistance			
 (required)			



Support units work tirelessly behind the scenes to keep their armies running. Behind those units are the Support units' Support units, who work tirelessly to keep the Support units running. **Teks** are the nurses, secretaries, grad students, unpaid interns, and other assistants who do all the actual work so that their superiors have something to steal the credit for.

Specialty: Assistance

use Action to boost another Specialist's Specialty die

A Tek's job is to give **Assistance** to other Specialists, increasing their Specialty die by one die size. With a Tek's Assistance, a Medik's Ker-Triage! Roll or a Mechanik's Construction Action can be made with a d10 rather than a d8, for example.

Assisting other units spends the Tek's Action, and the Tek must be within arm's reach of either the Specialist unit they're Assisting or the object of their Specialty die roll. Only one Tek can assist with any Specialty die roll. Teks cannot give an Assistance bonus to Commandos.

The Mechanik

*required item: a Mechanik's Tool
(7.3: *Field Construction*)*

The Mechanik

Action	Move	Armor	Value
d6	5"	4	1
Specialty: Mechanikal Aptitude d8			
(required)			



In order to sustain and increase the level of destruction in the BrikVerse, the Mechanik zealots of the Menders of Construction relentlessly reconstruct destroyed battlefields so that minifig combatants have battlefields to destroy all over again.

Photo: MadMario
From "The Menders of Construction"
Elements shown: LEGO

Throwing construction bricks together into inadvisable creations crammed full of violent potential is almost as fun as using them to destroy each other afterwards. Luckily for the **Mechanik**, the Mechaniks' Union reserves all the best constructions for its dues-paying members, or else everyone would be building them.

Specialty: Mechanikal Aptitude d8

allows a Construction Action to build or repair creations on enemy turns within a radius of d8 inches

Using **Mechanikal Aptitude**, a Mechanik with an appropriate Mechanik's Tool in hand can use his Action to declare a Construction Action. At the end of his turn, while opposing players are taking their turns, the Mechanik gets to work. The Mechanik makes a roll on his Specialty d8, and can use any loose bricks and parts within that many inches to build, repair, and modify creations.

Newly-built objects are Field Constructions, with a Size equal to their physical size in inches, a Weight class of ½ and Armor of 1 d6, and a Move of 2" per usable propulsion element. Stats for weapons and other devices are based on their apparent type and Weapon Size, but may be subject to negotiation among the players.

Mechaniks can also use a Construction Action to build continuous Patches of bricks on an object to perform Patch repairs, repairing a damaged object's Size Damage. To repair one inch of Size Damage, the Size of the Patch must be one inch larger than the object's current Effective Size.

The third use of a Construction Action is to Disassemble creations, allied or otherwise. Rather than collecting new bricks, the Mechanik stands next to the object to be taken apart, and gets to work. At the beginning of his next turn, if he was able to work on the object continuously without interruption, the Mechanik rolls his Specialty d8. If the roll is higher than the object's Weight class, then the Mechanik can immediately detach that many construction components, up to 1" in Size apiece, or a single construction component up to that many inches in Size. Otherwise, the object was too difficult to take apart right away. The Mechanik can continue to attempt Disassembly on subsequent turns.

The Engineer

required item: an Engineering Tool

The Engineer			
Action	Move	Armor	Value
d6	5"	4	1
Specialty: Rationalism d8			
(required)			

There is a species of minifig for whom no matter how good something is, they know how they could make it better - usually by making all the other parts worse. Tunnel-visionaries who can maintain oblivious to the big picture for the sake of optimizing tertiary features have what it takes to become a successful **Engineer**.

Specialty: Rationalism

allows a Construction Action to Rationalize  modifications to existing objects and devices

No matter how misguided, counterproductive, or insane the Engineer's ideas may be, his Technical School training ensures that they will always at least be Technically Correct. Thanks to atomistic reductive problematization, punctilious obfuscatory jargonizing, and a slavish fetishization of the ill-advised meddling that derives therefrom, the Engineer is able to "solve" any problem with the power of technobabble (or his culture's verbal equivalent). Engineers and internet debaters alike call this technique **Rationalism**, and will happily list a hundred reasons explaining why the entire rest of the world is wrong in thinking there's nothing rational about it at all.

Using a Construction Action, an Engineering Tool (usually coffee), and the power of Rationalism, an Engineer can Rationalize performance tradeoffs that make no logical sense, rerouting a Specialty  from the samoflange distributors to the subspace induction processor core in complete contravention of the warranty and the laws of Physiks. Whether the object has samoflanges to distribute or subspace induction to process in the first place is beside the point.

Rationalizations			
Stat	Enhance	Impair	Required Stat
Vehicles and Structures			
 Power	Supercharged +  to Power	Fuel Efficient -  to Power	4 or more Power
 Move	Turbocharged +  " to Move or Thrust	Comfort Ride -  " to Move or Thrust	4" or more Move or Thrust
 Armor	Reinforced +  to Armor	Easy Access -  to Armor	Weight:1 or more
Weapons and Devices			
 Use	High Precision one  Action reroll per use	Sawed Off +  to Use	any Use rating
 Range	Long Range +  " to Range	Close Quarters -  " to Range	4" Range or more
 Effect	High Powered +  to Damage or Effect	Surgical -  to Damage or Effect	any Damage or Effect measured in dice or numbers
 Capacity	High Caliber +  to Max Payload Size" and XSize or to Max Ammunition XSize	Low Impact -  to Max Payload Size" and Xsize or to Max Ammunition XSize	Max Payload or Max Ammunition of Size:4" or XSize:4 or greater

In order to properly Rationalize a performance shift, an Engineer must have an Engineering Tool and access to the working parts of the device he's Rationalizing. He panders out his technobabble explanation, selects one enhancement and one impairment from the Rationalizations table, and takes a Construction Action.

At the beginning of his following turn, if his Construction Action wasn't interrupted, the Rationalization is successful, and the enhancement and impairment are both applied. He removes one or more pieces from the object and attaches them to a different part of the object, to show that it's now Rationalized. (If the object doesn't have removable pieces, he can add a new element at random.) Neither the technobabble nor the modifications are required to make any sense.

If the Construction Action is interrupted, then the Rationalization is incomplete. The Engineer removes one or more pieces from the object and does not reattach them. The object now has the impairment applied, but not the enhancement.

Incomplete Rationalizations can be completed and existing Rationalizations reversed by any Engineer with another Construction Action. They can also be destroyed by Component Damage to the moved pieces, canceling the enhancement but leaving the impairment in effect. A creation or device can only have one Rationalization at a time, but Engineers can switch the enhancements and impairments around at will with new Construction Actions.

Rationalizations are reliably unreliable. A Rationalization's enhancing and impairing s are rolled again every time a Rationalized device is used.

The Medik

required item: a Medikal Tool
(10.2: The Medik)

The Medik

Action	Move	Armor	Value
d6	5"	4	1
Specialty: Ker-Triage! d8			
(required)			



StarCorps field mediks stand ready to enforce the continued functionality of StarCorps biological assets.

Photo: MadMario
From "StarCorps"
Elements shown: LEGO

A fighting minifig's greatest value is in his capacity for suffering horribly for the entertainment of Humans. Sadly, there are hard limits to how much abuse he can take before falling over dead. The **Medik** is the minifigs' attempt to address this shortcoming.

Specialty: Ker-Triage! d8

allows a Construction Action to roll d8 on the Ker-Triage! Table to revive fallen minifigs and creatures

Ker-Triage!	
Roll	Amputations
6+	No amputations; instant revival
5	No amputations
4	1 amputation
3	2 amputations
2	3 amputations
Crit Fail	Head amputated

In the heat of battle, there's no time to mend wounds or heal injuries. Thankfully, literal weeks of Medikal training allow a Medik to perform **Ker-Triage!**, instantly assessing the number of limbs he needs to amputate to get a fallen minifig or creature back into combat and fighting again.

When operating on a fallen minifig or other creature, the Medik takes a Construction Action and begins operating.

At the beginning of the Medik's next turn, if his Construction Action wasn't interrupted, he rolls a d8 (if he's using a proper Medikal Tool) or a d6 (if he's improvising with a bladed weapon or other cutting tool) and amputates the number of arms, legs, and/or heads indicated by the Ker-Triage! Table. If the patient loses its last remaining head, then it's permanently dead and no further Ker-Triage! can save it. Otherwise, the creature can jump up with whatever limbs it has remaining and take its movement and Action as usual on its following turn (or immediately, if the Medik rolled a six or better). Minifigs and minifig-sized creatures are brought back up to full strength, minus whatever limbs they lost in the process. Larger creatures are brought back up to an Effective Size of 1".

If the Medik's Construction Action is interrupted, he still makes the Ker-Triage! Roll and removes the number of limbs indicated, but the patient is not revived. As long as the patient still has at least one head, the Medik may continue attempting Ker-Triage! on subsequent turns.

The Cybernetik

required item: a Science Utensil

The Cybernetik

Action	Move	Armor	Value
d6	5"	4	1
Specialty: Mad Science d6			
 (required)			

Haphazard repairs to machines and minifigs may be enough to satisfy Mechaniks and Mediks, but such petty tinkering holds no interest for the **Cybernetik**. His desire isn't to play god, but to outrage the widest variety of existing gods at once, and as frequently and thoroughly as possible. Rather than fixing damaged mechanical and biological assets, he uses the opportunity to graft them together in the most unnatural and offensive ways he can devise.

Specialty: Mad Science d6

allows a Construction Action to combine mechanikal and biologikal creations within d6 inches

Using **Mad Science** and a proper Science Utensil, a Cybernetik can declare a Construction Action to begin combining mechanical and biological parts in direct contravention of minifig decency. His Construction Action is similar to a Mechanik's, except that he can only attach biological parts to mechanical ones, and vice versa. He will never attach machine parts to machines, or biological parts to biology - not because he lacks the skills, but to do so would go against his code of violating ethiks (and against the strict trade agreements imposed by the Mechaniks' Union and Mediks' Association).

During a Mad Science Construction Action, a Cybernetik can utilize and combine all loose mechanical and biological parts within d6 inches. He can, for instance, add an antenna to a decapitated soldier's neck to control the body by remote, and attach the soldier's head to a hot dog cart to give it a Mind of its own. He could graft the hot dog cart's wheels to the torso of the hot dog vendor to replace his amputated legs, and graft the hot dogs onto the soldier's assault rifle for no reason whatsoever. The resulting monstrosities receive the same stats as a Mechanik's Field Constructions (7.3: Field Construction), with any newly reanimated Minds treated as Incompetent (d4) and suffering from Stupidity (10.1: Minds).

S.6 Elite Units

When it comes to the minifigs whom all the other minifigs wish they were, it's not the minifigs making the strategic decisions. It's the minifigs who ignore those minifigs' decisions and spend the battle doing (and wearing) whatever they want. **Elite** units are answerable only to themselves, despite what their so-called superiors may think.

The Commando

The Commando			
Action	Move	Armor	Value
d6	5"	4	1
Specialty: Field Training			
			

Not all minifigs play well with others. The only reason any of them can claim to is because a minifig's idea of "playing well" includes group homicide.

Even measured against that low standard, there are antisocial loners who fall short. When a minifig is so tired of dealing with his peers that he can't even join them in cooperative murder, he takes off his underpants and goes **Commando**.

Specialty: Field Training

can copy any ally's Specialty marked with a Specialty die, using a Specialty die one size smaller

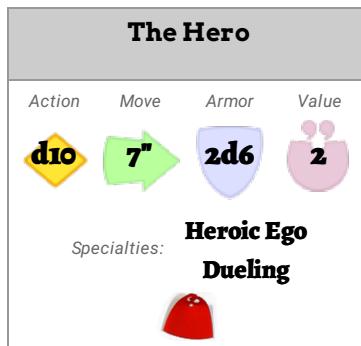
A minifig going Commando is much less restricted than other Specialists. Thanks to his independent nature and extensive solo **Field Training**, the Commando has enough field knowledge of his allies and their skills to strike out on his own and not have to put up with any of them. He has a basic familiarity with any ally's Specialty marked with a Specialty die, but not a mastery of any of them - when he copies an allied minifig's Specialty, he uses a Specialty die one size smaller.

The Commando can only copy Specialties that were possessed by at least one of his allies at the beginning of the battle. Otherwise, his teammates don't know the techniques, so he never had a chance to copy them.

Tek minifigs can't use Assistance to improve a Commando's copied Specialties. If Commandos wanted to accept help from a teammate, they wouldn't have become Commandos in the first place.

The Hero

(Chapter 6: Minifig Heroes)



The **Hero** transcends the limitations of lesser minifigs by strength of personality and the power of a fashionable wardrobe, so long as an ego blown out of all proportion counts as a personality and a garish absence of restraint counts as a fashion.

Specialty: Heroic Ego (+1 🍒)

can take one Heroic Feat per turn appropriate to his Cliché;
can inspire nearby friendly units (within an Action Roll worth of inches) to RedShirt and take damage meant for the Hero;
becomes Cranky in the presence of other Heroic units or items

Rules, restraints, and logik are beneath the Hero and his stupendous Ego. Once per turn, he can ignore them completely in a **Heroic Feat** appropriate to his Action-Hero Cliché, and more often than not, they'll ignore him right back.

The Hero's player declares the Feat and its predicted results and rolls a **d10**. One opponent offers their competing idea about what the results of such an attempted Feat would be, usually much less favorable to the Hero, and also rolls a **d6**. If the Hero's player rolls higher, or if the rolls are tied, then the Feat succeeds. If the opponent rolls higher, than the Feat fails, and the opponent's version of the story prevails instead.

Taking damage is also beneath a Hero, who has neither the time nor the inclination to bleed. When a Hero is about to be struck by incoming damage, the Hero rolls his Action **d10**. If there's an allied unit within that many inches, they become a plot-convenient **RedShirt** and jump in the way instead, knocking the Hero out of the Damage radius if necessary.

Of all the things that are beneath a Hero, sharing a battlefield with Heroic teammates is the beneathest of all. There can only be one star of the show, and the Hero doesn't like getting upstaged. Enemy Heroes are good for killing, and Heroes on allied teams are good for dramatic betrayals, but another Hero on his own team is an insult that no Hero can overlook. If a single player fields multiple Heroes, then their clashing Egos make each of them **Cranky**, and the more Heroes there are, the Crankier they get.

For every other unit on his team with a Heroic Ego, a Heroic Artifakt, or both, a Hero's Action Die is reduced by one size to a minimum of **d4** (Incompetent). The penalty can change over the course of the battle, lightening as other Heroes and Artifakt-holders are knocked out or killed, worsening as new Heroes appear or incapacitated Heroes are revived. If a Hero arranges to neutralize his co-headliners himself, all the better.

Multiple Heroes

In the Core Rules, players can only field a single Hero each. In Escapades, they can have as many as they like - not just Heroic minifigs, but Heroic weapons, Heroic vehicles, Heroic creatures, or Heroic household appliances. While perfectly legal, larger numbers of Heroes offer diminishing returns, due both to Crankiness penalties and limitations on Heroic Feats.

Regardless of how many Heroic Feats a player has available, they can only attempt one Feat per turn. Like a regular minifig's response Action, if a player doesn't use their Feat during their own turn, it can be used as a response Feat during another player's turn at no penalty. Feats can't be "saved up" between turns - at the beginning of the player's next turn, they will once again have a maximum of one Feat to spend.

If multiple Heroes or Heroic Artifakts are attempting a combined Heroic Feat, their player rolls a separate **d6** for each of them, and keeps the highest roll. The opposing player still rolls a single **d6** to oppose the Feat.

Specialty: Dueling

can make different Close Combat maneuvers with each hand or held object;
can use any held object to Parry Close Combat attacks and thrown objects;
can Counterstrike in response to any active Close Combat maneuver

Further down on the list of things that are beneath the Hero, Close Combat limitations are also beneath the Hero. For a **Dueling** Hero, any object can be used to beat down foes and Parry Close Combat attacks and Thrown Weapons.

The Hero can perform as many different Close Combat maneuvers in a turn as he has hands to perform them with, and he can Counterstrike after every opponent's active maneuvers as if they had attempted to Disengage. He's still limited to using each hand or held object once on each player's turn.

5.7 Command Units



StarCorps executive personnel are tasked with raising profitability by at least one die size in all departments.

*Photo: MadMario
From "StarCorps"
Elements shown: LEGO*

While not Heroes in their own right, there are minifigs possessed of a pigheaded mindset that leads them to push their comrades harder than most would find sensible or even conscionable. Rather than confront their own lack of accomplishment or ability, they increase the pressure on everyone around them to make up for it. The fine art of keeping the focus on whether other minifigs are doing their jobs, and as far away as possible from their own performance, is what separates a minifig cut out for **Command** from his productive peers.

The Officer

(SQ.2: The Officer)

The Officer			
Action	Move	Armor	Value
d4	5"	4	1
* subject to Stupidity if not in a Squad			
Specialty: Coordination d8			

An **Officer** has no idea what he's doing, but manages to boss around his teammates into such a state of unified irritation that it results in improved unit cohesion and performance.

If the Officer isn't part of a Squad at the beginning of his turn, he's open to Stupidity like other Incompetent units ([10.1: Minds](#)).

Specialty: Coordination d8

can spend an Action to improve the Action Dice of his Squad mates by one die size, up to d8, for one combined Action

The Officer's dysfunctional management skills lead to improved **Coordination** among the members of his Squad, as they all join together to compensate for his ineptitude.

The Officer can spend his Action to Coordinate his Squad in a combined Action. He can choose to take part in the combined Action, if appropriate, or simply provide helpful backseat advice while his Squad mates do the actual work. As long as at least two Squad members are participating in the combined Action together, their Action Dice are increased by one die size for that Action, up to the Officer's Specialty die size of d8.

If a Tek is Assisting the Officer, the increase isn't any larger, but the maximum die size is raised to a d10.

The Leader

required item: a Motivational Tool

The Leader			
Action	Move	Armor	Value
d4	5"	4	1
Specialty: Inspiration d6			
(required)			

While other minifigs are toiling away to achieve objectives and destroy enemies, the **Leader** is a visionary who sees the bigger picture: combat is meaningless without an audience, that audience deserves to be entertained, and as long as someone's going to be entertained then it might as well be him. Using music, dancing, gymnastics, and speeches — whatever it takes — a Leader Inspires the forces around him to ever more spectacular feats of chaos and destruction for the sake of his own front-row-seat experience.

Specialty: Inspiration d6

can spend an Action and use a Motivational Tool to grant a d6 Action re-roll or to add d6 to an attribute for a target unit or Squad



Zupponn inspires the contestants in the Halloween Hellhunt with green transparent powered guitar riffs.

Photo: Kenny "Kommander Ken" Bush
From "All Hallow's War"
Elements shown: LEGO

A Leader's job is to get his allies pumped up for combat. An extra surge of motivation at the right moment can get them to push past normal limits and succeed where they might have failed, or succeed excessively and ridiculously where they might have only had the regular boring kind of success.

A Leader's ability to create **Inspiration** is based in his dedicated motivational Tool. For political rabble-rousers it's the MegaPhone, for war drummers it's the WarDrums, for cheerleaders it's the PomPoms, for sports mascots it's the FurSuit, and for heavy metal lead guitarists it's the ElectricGuitar.

Using his Motivational Tool, a Leader can spend an Action to target any unit or Squad in his field of view for a d6 of Inspiration. He can roll this die and give them the result as an Inspiration bonus to one attribute for the turn: adding +1 d6 inches of Move, +1 d6 points of Armor, or +1 d6 inches of Power.

If he wants to boost his targets' Actions instead, he can give them the d6 as a backup Action Die for the turn. Whenever they make an Action Roll, they roll their own Action Die and the Inspiration d6 and keep the higher of the two rolls.

The Commander

required item: a communications device
(13.2: Deploying Forces)

The Commander

Action	Move	Armor	Value
d6	5"	4	1
Specialty: Strategic Intervention			
(required)			



The M-Throne Empire's battlefield commanders are drawn from all walks of M-Throne life.

Photo: Azmi Timur
From "Leader Units [M:Throne Empire Series Ep.13]"
Elements shown: LEGO, custom decals

After all the other minifigs have picked their careers and started their training, any undecided minifig left over is bagged up and hauled away to a forced logistik boot camp. His inability to commit to a course of action indicates a bright future as a **Commander**.

Specialty: Strategic Intervention

can spend an Action and use a communications Tool to gain one Strategy brick after witnessing a successful kill, or to spend Strategy bricks on Strategic Interventions

Minifigs in the field look to the Commander for strategic direction and coordination.

He doesn't have any to offer; he's only there to maintain the illusion that a plan exists. The Commander's job is to stall for as long as he can, keeping his options open until the last possible minute before calling in a **Strategic Intervention**.

Any time the Commander or one of his Scouts witnesses his forces killing or destroying an enemy unit at least one inch in Size, the Commander can spend an Action and use his communications Tool to relay the information to his superiors. (The minifigs at headquarters have no interest in battle reports that aren't about killing something, even if there are lots of pictures.) The Commander's player adds one **Strategy brick** to their Strategy pile, held off to the side of the battlefield.

When the Commander is ready to spend Strategy bricks on Strategic Interventions, he can spend an Action and use his communications Tool to call in **Reinforcements** or a **Strategic Bombardment**.

Reinforcements

When a Commander calls in Reinforcements, he can spend Strategy bricks to bring in fresh units and equipment. Each spent Strategy brick allows him to deploy one Unit Inch worth of Reinforcements on a friendly edge of the battlefield. He can also bring in any units waiting in the reserve at no cost, whether because they were held back from deployment at the beginning of the battle or because they previously exited over a friendly edge and have now changed their minds and want to come back.

In a Heroic Escapade, Reinforcement units are pulled from the Hero's Army. In a non-campaign battle, Commanders are free to use whatever Reinforcements the players are able to bring in without slowing the game down.

Reinforcements are placed on the battlefield at the end of the turn they're called in on, and take their movement and Action on the following turn.

Strategic Bombardment

Strategic Bombardment			
Payload	Strategy Cost	Use	Damage or Effect
Explosives	1x bricks	Strategy bricks x4	1x d10 Exp
Reinforcements	1x bricks		1x worth of Reinforcements
Supplies	1x bricks		1x inches of Payload Size

Strategic Bombardments arrive one turn after firing.

When a Commander calls in a Strategic Bombardment, he can drop one or more Payloads onto any target Marked by an allied Scout, launched from Strategic weapons located somewhere off the map.

The Bombardment is treated as a Launcher attack with unlimited Range and a Use rating of four times the number of Strategy bricks spent. If the Commander has undeployed units in his Army capable of delivering the Bombardment by airstrike or artillery fire, he can let them make the Action Roll, taking advantage of any appropriate Gunnery and Assistance bonuses. Otherwise, the attacks are fired with an anonymous Action $d8$.

The Great Leader



The leadership of the M-Throne Empire is known for having the fanciest hats in the Tharcan Galaxy.

Photo: Azmi Timur

The Great Leader			
Action	Move	Armor	Value
$d4$	5"	4	2
Specialty: Megalomania			



His Serenity, survivor of the horrifying Great Peace and ruler of all Skion, wears armor thicker and stronger than any other manufactured on the planet.

*Photo: Dienekes22
From "Dienekes SciFi Factions"
Elements shown: LEGO*

Not every faction is blessed with the presence of a **Great Leader**, but when one appears, he's a wonder to behold. Charismatic, dynamic, and always sporting the fanciest hat his civilization has to offer, the Great Leader can do no wrong.

The reason the Great Leader can do no wrong is because if anything does go wrong, it's always someone else's fault, and the Great Leader is on the spot to grandly and magnanimously inform everyone of exactly which minifig is responsible — a minifig who's definitely not him.

The Great Leader is beloved by his minifigs because he always lets them know who to hate and why. He catalogues every enemy transgression and assigns blame for every allied shortcoming, even if he has to make them up from scratch.

A faction can only have one Great Leader.

Specialty: Megalomania (+1 🍑)

can ScapeGoat subordinate units; can make a Great Speech to convert casualties into Outrage Bennies



Any run-of-the-mill Leader can view their subordinates' lives as disposable. It takes true **Megalomania** to see their deaths as the valuable political capital they are. By sensationalizing military losses and throwing subordinates under the bus, the Great Leader can stoke **Outrage** among his followers that drives them into ever-greater heights of zealotry and adoration.

ScapeGoats

Once a turn, a Great Leader can **ScapeGoat** any subordinate unit that hasn't taken its turn yet, blaming them for failures real or imagined and inspiring the troops with his decisive leadership. The Great Leader finds the ScapeGoated unit guilty of treason, sentences it to immediate execution on sight, and hands control of it to an enemy player of his choice.

It's important to pick a ScapeGoat which hasn't taken its turn yet, because it does so now, immediately pausing the Great Leader's turn until it's had a chance to use its movement and Action in an attempt to either escape or take revenge. From that point forward, if it survives, it takes its turn with the team of the enemy player now controlling it.

The unit's involuntary betrayal doesn't go unnoticed. The Great Leader's team receives one **Instant Outrage Benny** against the enemy player's forces for each inch in the ScapeGoat's Effective Size (including the Effective Size of any creature or vehicle the unit was operating when it was ScapeGoated). The die size of each Instant Outrage Benny is equal to the ScapeGoat's Action Die.

Like all Instant Bennies, any Instant Outrage Bennies left unused at the end of the turn are lost.

Grand Speech

Whenever the Great Leader's forces take casualties, he adds one brick to his **Outrage Pile** for each minifig killed. Once per battle, he can use this accumulated Outrage to deliver a Grand Speech to the fighting minifigs in the field, sensationalizing the atrocity of their deaths and naming the enemy who deserves to pay the price for them. Each Outrage brick is converted into an Instant Outrage Benny that can be used against the named enemy.

If the Great Leader wants to increase the level of Outrage before his Grand Speech, he is perfectly within both his rights and his character to arrange massacres of his own troops.

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CHAPTER D

The Dice



All action within the BrikVerse originates in the Farce, and the Farce expresses Itself through the six archetypal Dice. These Dice shower down throughout the lives of minifigs, determining their every success and failure in an uncaring downpour, imperceptible without magikal or pharmeceutikal aid. Few minifigs are granted the vision to see the Dice, and those who do are often driven permanently and horrifyingly sane.

To respectable minifigs, Dice are a myth, superstition, or blasphemy. Minifigs of all ages get their mouths washed with soap if they're caught saying the four-letter D-word in the wrong company. But to Dieists whose snake eyes have been opened, the Dice are real - the living instruments of the Farce itself, willful and treacherous and definitely not on anyone's side.

D.1 Dice and Diemons

Your Parents

If your parents are worried about Diemonic influence, tell them it's actually pronounced Di-é-mon.

It's not true, but for some reason parents tolerate their kids summoning all kinds of violent supernatural beings as long as there's an accent mark over the e.

The creation of the infinite BrikVerses are the purview of Humans, but the will of those realities is decided by the Dieties of higher and lower Diemensions who express their influence through the unfathomable **Dice**.

SuperNatural Dice			
SN Die	Value	Element	Variants
d4	½Ü	Fire	Acid, Poison, Disease used for Fire and other continuing damage
d6	1Ü	Earth	Bone, Plastic, Wood
	1Ü	Air	Smoke, Wind, Knowledge, Breath may add +1 Firing Arc when used for Range +1 Firing Arc and Blast Damage when used for Damage
d8	2Ü	Metal	Explosions, Glory can add or subtract levels of Weight adds +2" radius to any Effect
	2Ü	Magik	Energy, Humanity ignores obstacles when used for Range ignores Deflection when used for Damage
d10	N/A	Water	Chaos, Extradiimensional Geometry only available to BrikThulhu

The only element of BrikWars outside of Humans' direct control, the geometry of a rolling Die is a reflection of its internal **Diemons**, tiny elemental spirits who act as polyhedral agents of chaos to disrupt the best-laid plans of Humans and minifigs.

When minifigs manage to harness the powers of one or more Dice, they can be used to create SuperNatural Effects according to the elemental properties of the Dice's inner Diemons, but Diemons are treacherous and have a will of their own.

Summoned Diemons

Depending on his nature, a minifig may be able to summon or release the Diemons from his Dice. Less commonly, Diemons can escape on their own, crossing the barriers between Diemensions and leading unpredictable Dice rebellions.

Summoned Diemons			
Diemon	Size	Armor	Action / Move
4pion	0"	0	Action: d4 or Move: d4"
			1 d4 Burning
6creant	1"	1 d6	Action: d8 or Move: d6"
			Size:1", Weight ½
8vian	0"	0	Action: d8 or Move: d8"
			spider crawling and one d8-based Specialty or Flight, assigned at creation
10amyte	0"	0	Action: d10 or Move: d10"
			Can self-destruct at any time in a 1 d10 Explosion
12vard	0"	0	Action: d12 or Move: d12"
			Phasing movement

When a Diemon appears in the physical BrikVerse, it appears as an elemental Vermin with Size 0" and Armor:0, normally taking the form of a MunchFig or other small one-piece creature. During its turn, a Diemon can either engage in movement with its own Die roll worth of inches, or take a single Action using its own Die as an Action Die.

A Diemon who earns a Bonus Die from its Move roll can spend the extra die on an Action, and vice versa.

In addition to these attributes, each variety of Diemon has one extra bonus ability or advantage in accordance with its associated element.

The Corrosive 4pion



The d_4 is the likeliest of all the dice to betray its owner, and also the likeliest to multiply and spread out of control. SuperNatural d_4 's used for Damage always cause some form of continuing **Burning** effect, making them appropriate for fantasy mainstays like fireballs and acid sprays, or for post-apocalyptic nightmare fuel like zombie infection, fundamentalist religious evangelism, and internet drama.

A d_4 's Diemon is a **4pion**, and it mindlessly consumes everything in its path. 4pions typically take the form of shelled scorpions and other venomous Vermin.

A 4pion burns with its own elemental corrosion, damaging objects it touches. A 4pion is immune to the effects of its own element (an Acid 4pion can't be harmed by acid attacks, for example), but on a poor roll it can burn itself out of existence without warning.

At the beginning of its turn, a 4pion makes a Burning Roll as if it were on Fire ([F.1: Hazard Dice](#)), rolling $1d_4$. If the Burning Roll is a 1, then the 4pion burns out and disappears, and its d_4 returns to its owner. Otherwise, the Burning works as normal: the Burning spreads to one object the 4pion is in contact with, as long as the object has a Weight class less than the number rolled on the Burning Roll ([7.1: Structure](#)).

The Solid 6creant



As the blockiest die, the d_6 is most closely attuned to the physical structure of a brick-built universe. The SuperNatural d_6 is the Die of blocks, and it's dull and steady as dirt.

The d_6 's Diemon is the **6creant**, who enjoys a physical size and structure that other Diemons lack. 6creants may appear as skeletons, golems, or terrifying minifig-shaped collections of bricks known as BlokBots.

The Ingenious 8vian



The SuperNatural $d8$ is the Die of wind, and particularly of sprays and breath weapons. Any time a SuperNatural $d8$ is used to add inches of Range, the player has the option to add +1 Firing Arc to the final Effect if it's appropriate to do so.

The $d8$'s **8vian** is a Diemon of thought and breath. Taking the forms of birds, bats, and spiders, 8vians vary in nature more than the Diemons of other dice. All 8vians have a spider crawling ability that lets them traverse surfaces at any angle.

When an 8vian is created, it may choose a single $d8$ -based Specialty from any standard minifig Specialist (for instance, it might choose the Medik's Ker-Triage! Specialty and act as an 8vian Medik from that moment forward ([10.2: The Medik](#))). If the Specialty requires Tools, the 8vians will have to find their own. If the 8vian declines to take a Specialty, it gains Flight ability instead.

The Exceptional 10amyte

The SuperNatural $d10$ is the Die of Explosions and metal. Regardless of how they're used, $d10$ s add an Explosion-like radius to the target area of any Effect, and they can be used to raise or lower a target's Structure Level.

The Diemon of a $d10$ is the **10amyte**, who prefers to take the form of small explosives, a golden idol, or, occasionally, an electric guitar. A 10amyte's special ability is simple: at any moment, for any reason, it can blow itself up in a $1d10$ Explosion. This self-destruction is instantaneous and doesn't require an Action. The 10amyte's $d10$ is then returned to its owner.

The Elusive 12vard



The SuperNatural $d12$ is the unpredictable Die of magik and energy. Representing pure SuperNatural energy disconnected from any "natural" element, it's available only to the most divine or esoteric beings. A $d12$ used for Range can allow SuperNatural Effects to pass through obstacles for those Range inches; a $d12$ used for Damage ignores Deflection for those points of damage.

The **12vard** is the rarely-seen Diemon of a $d12$, usually appearing (if it's visible at all) as a ghost or a mysterious ball of light.

A 12vard can phase itself (along with any objects it's carrying) through solid objects during movement, making it immune to any non-~~d12~~ damage and allowing it to easily bypass physical obstacles. Its phasing range is limited, however; the Diemon must unphase at the end of each turn. If the 12vard is still inside of an obstacle at the end of its movement, it's immediately annihilated and its ~~d12~~ is returned to its owner.

The Inescapable zokles of BrikThulhu

Water and chaos are associated with the SuperNatural ~~d20~~, but minifig Mystiks have yet to encounter one of these mind-shattering Dice without suffering immediate Ensanity. Along with an irrational number of other non-Euklidean dice like the Dodekube of Non-Consensual Enlightenment, the ~~d20~~ is available only to BrikThulhu.

D.2 SuperNatural Powers



The most magikally advanced military force in the BrikVerse, the fighting battle mages and soldiers of RedRover's Imperial Magikstrate incorporate magikal effects into all levels of their fight to restore the lost Uasciri Empire.

BrikWiki entry: *The Imperial Magikstrate*

Illustration generously sponsored by Red Rover

In every age, there are minifigs gifted with abilities that defy natural explanation, allowing them to grab the laws of physiks and twist them into pretzels. Some are blessed with arcane knowledge, psychik ability, divine favor, or affinity with the Farce. Others attribute their powers to martial-arts mastery, genetik mutation, or an unforeseen reaction to the rays of a yellow sun. Many have no explanation other than complete Koincidence and dumb luck.

It would be impossible to list every super power, spell, psychik ability, and avenue of divine intervention that might occur to the imaginations of players. Instead, **SuperNatural Powers** in BrikWars are based on a system of SuperNatural Clichés and powered by SuperNatural Dice.

The SuperNatural Cliché



The Imperial Magikstrate is led by five members of the Pendragon family known as the Pentagram. Four are among the most powerful magik users ever known. The fifth is just Cecil.

*Photo: Red Rover
From "The Imperial Magikstrate"
Elements shown: LEGO*

In the same way that Heroic minifigs pursue an Action-Hero Cliché, SuperNatural minifigs gain their powers through a **SuperNatural Cliché**. (A few minifigs develop both types and become SuperNaturalHeroes, but this is largely redundant and is not considered the most efficient use of their efforts.)

DC Comics and Marvel Comics tirelessly defend their joint trademark on the word "SUPERHERO®." Players who have Heroes that are also Super should avoid making the mistake of ever using the two descriptors in conjunction, because corporate rights are more important than Humans being allowed to use words.

SuperNaturally-powered minifigs draw their stereotypes from the same video games and cartoons as Heroic ones, but their powers are inspired by the supporting cast as often as by the main protagonists and villains.

SuperNatural Clichés	
SuperNatural Genre	Example Clichés
Wizard	Necromancer, Pyromancer, Proxymancer, Pantsomancer
Comic Book Character	Super Strong Guy, Super Fast Guy, Super Spider Guy, Super Wonder Lady Guy
Martial Artist	Mystik Ninja, Jet-Eye Knight, Wandering Monk, Playtrix Hacker
Religionist Zealot	BrikThulhian Kultist, Holy Clerik, Rules Lawyer
Psychik	Pyrotechnik, Telekinetik, Mindcontrolnik, Psychotherapeutik
Sci-Fi	Mad Scientist, Energy-Based LifeForm, Tek Wizard
Abomination	Nega-Daemon, Baalvillain, Vampire, Ghost

When choosing a SuperNatural Cliché, it often helps to have a specific character in mind. Three units with the "Vampire" Cliché might have completely different powers if one is based on Bram Stoker's Dracula, one is pulled from an RPG sourcebook, and the third is just made of glitter.

Where Heroes develop ridiculous accents as an involuntary side-effect of Heroism, SuperNatural units develop funny voices on purpose, in response to years of persecution from jaded skeptiks and jealous MereMortals. The more SuperNatural power a unit collects, the greater the SuperNatural chip on his shoulder grows, and the more likely he is to limit himself to speaking only in booming echoes, testosterone growls, or mysterious whispers. Before long, he's put together a ludicrous outfit and accessories to match, inevitably resulting in being taken even less seriously.

SuperNatural Talismans



Flanked by squads of Dungan poop troops bearing Talismans of power, the Dank Lord Jarth Jawl prepares to seize control of the Senate waste disposal committee.



Little is known about the Foreman, one of the founding members of the Planetcrackers, but plenty is known about the Foreman's gear. The experimental armor is equipped with jumpboots, a standard portable drill, an energized rock saw, a pair of gravity manipulators, a solidslight shield, and the fabled beam-hammer Stonesmite.

Photo: Zahrul I.
From "Codex Perwar"
Elements shown: LEGO

A SuperNatural unit's ridiculous accessories do more than just make him an easy target for mockery. They're the physical **Talismans** that bind the SuperNatural Dice to his will.

As with Minds, weapons, and other instruments of mayhem, each of a SuperNatural unit's SuperNatural Dice must be based in a specific physical component so that enemies have the chance to target them for destruction or theft. A component that carries a SuperNatural Die is called a Talisman, and a separate Talisman is required for each SuperNatural Die. The powers of these Talismans are controlled by whatever unit possesses them, inevitably making them the targets of avarice and violence.

SuperNatural Talismans	
SuperNatural Genre	Example Talismans
Wizard	magic hat, magic staff, magic book, magic beard, magic crystal
Comic Book Character	super cape, super hammer, super utility belt, super armor, super crystal
Martial Artist	ancient weapon, ancient ninja headband, ancient chest tattoo, ancient crystal
Religionist Zealot	holy relic, holy book, holy musical instrument, holy crystal
Psychik	glittery pocketwatch, glittery tinfoil hat, glittery focus crystal
Sci-Fi	shiny nanotech mod, shiny cybernetic implant, shiny energy crystal

Abomination	cursed amulet, cursed mutant limb, cursed crystal
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Any object can be used as a Talisman and imbued with SuperNatural power. SuperNatural abilities can be placed directly into a minifig's body parts - skulls, beards, and mustaches are popular Talismans - but machines, animals, fancy outfits, and random inanimate objects can be Talismans as well, through enchantment, possession, alien teknology, or by a minifig's continuous failure to realize the power was within himself all along.

The more SuperNatural Dice under a unit's control, the more Talismans it has to carry. It's hard for Talismans to be subtle, especially when glowing crystals tend to be their main component. SuperNatural units, devices, and vehicles become increasingly more ostentatious and ridiculous as they become more powerful.

D.3 SuperNatural Effects

The SuperNatural power of a unit or object is determined by the SuperNatural Dice under its control. A unit spends its Dice, singly or in combinations, to produce **SuperNatural Effects** appropriate to its own Cliché, or to the Clichés of the Talismans the Dice are bound to. The Effects can be used to create or modify the Actions, movement, or attributes of units, vehicles, and equipment, or to affect the results of die rolls as they happen.

Each SuperNatural Die may be spent once per turn to add to one **Aspect** of a SuperNatural Effect, described further below. Like Action Dice, a spent SuperNatural Die returns at the beginning of its controlling unit's turn and becomes available to spend again, unless the unit decides to keep it active in a Lasting Effect or as a summoned Diemon.

Effect Delivery



In the Konfederacja and the Republik of Magyar, priests of the Church of the Great Creator accompany troops to provide spiritual guidance and morale. Armed with Holy Staves, these cleriks are known for bringing about wonders that even the most educated are unable to explain.

*Photo: Durer
From "Iudex Heavy Drone and Priest"
Elements shown: LEGO*

Wand: **Use:**2 **Range:**CC or 6" **Effect:** extends the reach of SuperNatural Effects

Staff: **Use:**3 **Range:**CC or 10" **Effect:** extends the reach of SuperNatural Effects

By default, minifigs can channel their SuperNatural powers by touching a target with their Bare Hands. For willing targets or inanimate objects, this is automatic and requires no Action.

To touch a hostile target, the SuperNatural unit must successfully Strike, Shove, or Grab them in Close Combat. For targets that aren't close enough for Close Combat, the unit has to add SuperNatural Range inches to move the Effect from itself to the target. In either case, aiming SuperNatural Effects at a hostile or distant target spends the SuperNatural unit's Action for the turn.

Wands and Staves						
Tool		Hands	Use	Range	Damage	Notes
Bare Hands		/	0*	CC	Shove 2" or Grab	* Automatic Hit for Shoves and Grabs
Wand (S)			2	CC or 6"	-	
Staff (M)			3	CC or 10"	-	extends the reach of SuperNatural Effects by touch, melee attack, or ranged attack



Wands and **Staves** are special categories of minifig weapons that have no Damage stat of their own, but can be used to extend the reach of a minifig's SuperNatural Effects by a successful touch, melee attack, or ranged attack. A Wand is a Small-sized weapon that can be used in one hand, while a Staff is Medium-sized and is Two-Handed. Wands and Staves can be used in both Ranged and Close Combat, and are often made Talismans in their own right.

Lasting Effects

Under normal circumstances, spent SuperNatural Dice return to their owner at the beginning of the owner's next turn. In some cases, however, the owner may wish to leave one or more of the Dice on their targets as a **Lasting Effect**. The Die is kept next to the affected target and its Effect continues for as long as it remains – an extra Armor **d6** for a soldier, an animating Action **d4** for an undead skeleton, and a Curse **d10** on an enemy Hero can all extend indefinitely, no matter how far away the target wanders, until the SuperNatural minifig who owns the Dice is incapacitated or decides to cancel their Effects on his own.

Lasting Effects are limited by the SuperNatural Dice left behind. For example, a minifig may spend an Arc Range **d8** plus an Action **d6** to Bless multiple units in an Arc during his turn, but since he only has the single **d6** to leave behind, only one of the targets can keep the Blessing as a Lasting Effect on the turns following.

A SuperNatural unit can cancel any of its Lasting Effects at any time, including during an opponent's turn, but the unit only gets its SuperNatural Dice back at the beginning of its own next turn. The unit is allowed to sustain a previous turn's Lasting Effect right up to the beginning of its turn and then cancel the Effect to get the Dice back immediately.

Rolling SuperNatural Dice

SuperNatural units don't need to decide ahead of time how many SuperNatural Dice they're going to spend, if any. SuperNatural Dice are spent and rolled one by one as needed. However, SuperNatural Dice can only affect events as they occur. They can't change what's already taken place and been resolved.

It's important to know exactly when and where an Effect is targeted. If a BattleMage has his hand on the shoulder of an allied Bowman firing an arrow, the BattleMage can spend a SuperNatural Action Die to boost the Bowman's Action Roll directly. Because he's touching the Bowman and not the weapon, he would have to buy Range and spend an Action to have an Effect that reached the bow itself - turning the arrows into Explosive or Fire Arrows, for instance. If the Bowman's attack hits, but the Damage Roll isn't high enough, then it's too late to boost the attributes of the bow - the arrow has already left the string. The BattleMage must now buy Range all the way out to where the arrow is striking if he wants to add additional Damage Dice.

SuperNatural Bonus Dice

Charmed Dice

All die rolls, whether SuperNatural or mundane, have a chance to "explode" on a Critical Success. Each Bonus Die can roll another Critical Success to earn another Bonus Dice, repeating ad infinitum.

Rather than rolling a second-generation Bonus Die earned from the Critical Success rolled on a previous Bonus Die, players can keep the die and turn it into a SuperNatural Die instead. Depending on which seems most appropriate, they can imbue the Die into the unit who rolled it (a sprinting minifig who gains a Die of super speed), the vehicle or equipment the unit was using (a sword strike that gains a Die of super damage), or the target of the roll (a well-crafted sandwich that gains a Die of super deliciousness).

The lucky recipient of the Die is now **Charmed**, and can keep the SuperNatural Die with the Cliché of being even better at doing whatever they were rolling the die for in the first place.

Like regular dice, a SuperNatural Die can earn a Bonus Die whenever it lands on its highest-numbered face. But the **SuperNatural Bonus Dice** behave differently, due to the chaotic nature of the Farce that powers them.

SuperNatural Bonus Dice are always the same size as the SuperNatural Die that spawned them. A roll of 8 on a SuperNatural **d8** earns a SuperNatural Bonus **d8**, for instance. And these SuperNatural Bonus Dice can earn SuperNatural Bonus Dice of their own.

Unlike regular Bonus Dice, players who earn SuperNatural Bonus Dice don't get to decide how or whether to spend them. A SuperNatural Bonus Die automatically adds to the same Aspect as the SuperNatural Die that spawned it. These supercharged Aspects are normally beneficial, but occasionally disastrous - a couple extra inches of Explosion radius, for instance, can lead to all kinds of unintended consequences if the minifig wasn't planning for them.

Fumble Dice

Whenever a SuperNatural Die rolls a "1," it doesn't add anything to its Aspect. Instead, it turns into a traitorous **Fumble Die**, and is handed over to an opponent of the player's choice to use in sabotaging the Effect. The enemy may use the Fumble Die for any

Aspect, adding or subtracting in whatever way seems best designed to thwart the Effect in the enemy's favor - for instance, sending the Effect in the wrong direction, strengthening a target rather than harming it, or giving unholy life to an equipment item rather than responsibly retrieving it. The opposing player should try to come up with an explanation for why the Effect Fumbled in that particular way, but this isn't a strict requirement.

A Fumble Die that rolls its highest-numbered face can spawn **SuperNatural Bonus Fumble Dice** for the enemy player. A Fumble Die that rolls a "1" is double-Fumbled right back to the original SuperNatural unit's control.

Regardless of how it's used, the Fumble Die returns to its owner at the beginning of the next turn as a regular SuperNatural Die again, feeling no remorse for its transgression.

Physikal Manifestation



These conscripts are unable to explain to Admiral Gradenko why they decided to summon a polar bear onto the Soviet flagship. Luckily, the bear brings the discussion to a quick close with several convincing points.

*Photo: Duerer
From "The Wolf and the Bear: Part II"
Elements shown: LEGO*



Kaptain Jy'udi, Heroine of Esduin, takes advantage of an abandoned Frostborne campfire to commune with the spirits of fire and summon a fire matriarch.

*Photo: Kenny "Kommander Ken" Bush
From "Waves of Krimson Gold"
Elements shown: LEGO*

Some SuperNatural Effects occur as invisible stat boosts or penalties, creating no visual or physical evidence that minifigs can detect. More flashy Effects might involve the creation of a **SuperNatural object**, like a ball of fire, energy beams, wings, claws, a solid wall, or loaves and fishes. Even more ambitious Effects might conjure up a **SuperNatural creature**, like a steel golem, a lightning rat, a swarm of duck-sized horses, or a manic pixie dream gorilla.

SuperNatural objects and SuperNatural creatures only last until the SuperNatural unit decides it needs its Dice back. When the Effect ends, the objects and creatures disappear.

SuperNatural Objects

SuperNatural Objects and Items						
Created Objects						Notes
Object	Use	Range	Damage	SN Price		
Created Object	(SN Dice)	0"/CC	0	-		/ / / limited by number of SN Dice used
Summoned Items						
Short Item (S)	Determined by item			2	Unit must roll SN Price or higher on SN Dice	
Medium Item (M)				3		
Long Item (L)				4		
Ranged Item				+1		

A SuperNatural Effect can take whatever form is appropriate to its nature. By default, a SuperNatural Effect can freely produce a Size 0" equipment item with no weight or substance and zeroes for all stats. A SuperNaturally-created object might start as a

knife that does no damage, a rope that can't support any weight, or a helmet that protects against nothing.

By themselves, these are fine for creating dramatic illusions or spooky sounds, but if they're going to be used for tangible effects then their stats will need to be boosted with SuperNatural Dice. For each SuperNatural Die used in an Effect, the Use rating of the created object increases by one, along with the object's maximum Size inches, Weapon Size inches, or Explosive Size.

Summoned Items

Rather than creating SuperNatural objects from scratch, a unit can spend SuperNatural Die rolls to summon regular minifig equipment into existence (*Chapter Three: Minifig Weapons*). This can be useful for equipment items whose abilities aren't easily replicated by SuperNatural Dice. Summoning the object must fit the unit's SuperNatural Cliché.

The player chooses one or more items to summon and adds up their SuperNatural Price. Short items have a Price of 2, Medium items have a Price of 3, Long items have a Price of 4, and any item with Ranged capability adds 1 to the total Price. The unit rolls its SuperNatural Dice against the SuperNatural Price total. If the roll is equal or higher, the unit receives the objects as planned. If the roll is lower, the Dice are wasted.

If one of the Dice rolls a 1, then it's Fumbled and may be used to sabotage the summoned objects. If all of the Dice roll a 1, then the entire summoning is a Fumble and the unit may discover that it's summoned something it didn't want to.

Once created, SuperNaturally summoned items can be maintained as Lasting Effects, and can be augmented by additional SuperNatural Dice like any other object.

SuperNatural Creatures



Even after death, the people of Caelsterra can look forward to continued service in combat as skeletal thralls to the Icelich.

"Icelich" by Bolicob

SuperNatural Creatures				
Creature	Max Size	Armor	Action	Move
Summoned Diemon	(number of SN Dice)	0	(SN Die)	
bonus abilities by Diemon type				

SuperNatural Effects can also take the form of summoned creatures. SuperNatural creatures start with the stats of the Diemon associated with the first SuperNatural Die spent (*D.1: Dice and Diemons*). The creature can then be augmented with additional SuperNatural Dice, making it as large or as ridiculous as the Dice allow.

D.4 SuperNatural Aspects

SuperNatural Effect Aspects		
Aspect	Effects	Die-Specific Bonus Effects

 Range	+/- inches of Range to Effect or weapon	 
 Movement	+/- inches of non-Flight Move + $\frac{1}{2}$ inches or - inches of Flight Move move small objects directly apply inches of Thrust to any object	 
 Damage	+/- Damage to Effect or weapon	   
 Armor	+/- Armor to object +/- Deflection vs. same die type or smaller	
 Action	+/- Bonus or Penalty to one Action or Specialty Roll +/- Blessing or Curse on same die size or smaller + Action Die or Specialty die	

A  used for any Aspect adds +2" Effect Radius to a SuperNatural Effect.

Each SuperNatural Die may be spent on one of five **SuperNatural Aspects**. The effects of these Aspects are combined to create a SuperNatural Effect that fits into the unit's SuperNatural Cliché.

Range

Increase/Decrease Range:

+/- inches of Range to SuperNatural Effect, ranged weapon stats, or other ranged effects

A  used for Range can add an optional bonus +1 Firing Arc to SuperNatural Effect or ranged weapon stats

A  used for any Aspect adds +2" Effect Radius to a SuperNatural Effect

A  used for Range inches ignores obstacles for those inches

SuperNatural Range Dice
Common uses for SuperNatural Range dice:
<ul style="list-style-type: none"> ➊ Buying inches of Range between the SuperNatural unit and the target of an Effect ➋ Adding Range to an existing weapon or ability, or subtracting Range from an enemy weapon or ability ➌ Modifying the range of less common effects, like the range of a Hero's RedShirt inspiration

 For any Effect, the first order of business is making sure the Effect can reach the target.

Depending on the nature of the SuperNatural Cliché, a SuperNatural unit may center an Effect on itself, it may be able to transmit Effects through physical contact (by touching an ally or inanimate object directly, or by making a successful Grab or Shove on an enemy target), or it may be able to channel Effects through a weapon or tool (by touching an ally or object with the weapon, or making a successful Close Combat or Ranged attack on an enemy target).

If the SuperNatural unit isn't able to touch, hit, or be a target directly, then it has to spend a SuperNatural Die as a **SuperNatural Range die** to reach it. Each Range die is rolled to add inches of Range (spending a Range  adds +1  of Range, for example), either measured directly from the unit's hands or Talisman or added to a weapon's existing Range. Hitting a target with a Ranged Effect automatically costs an Action, but doesn't require an Action Roll unless it's made part of an attack that already has its own Use rating.

When rolling Range dice, the dice are rolled one at a time and placed on the table in the position where the Effect has been moved to along the path of its Range. This is done in case a Fumble Die is rolled before the Effect reaches its target, and the players need to know where in Effect's path the Fumble occurred.

Knowing where a SuperNatural Die takes effect is also important when using Range s. Inches from a SuperNatural  can be used to pass through obstacles, but can't end within an obstacle, even if another  is added for more inches immediately afterwards.

Area Effects

Besides covering the distance to a target, Range can also come into play when trying to hit multiple targets or to cover an area. By default, a standard Effect affects up to a single minifig-sized (Size 1") target or area, or a minifig-sized section of a larger target. A SuperNatural Effect can be made to cover a larger area by spending SuperNatural s to cover a wider Arc, or s to cover a larger radius.

When s are used as Range dice, each one gives an optional +1 Firing Arc to the Effect or to the stats of an affected weapon or device, if applicable. When used for Damage dice, each adds a non-optional +1 Firing Arc along with a Blast effect, if applicable.

When s are used for any Aspect, each one increases the final Effect's radius by two inches, similar to the an Explosion, whether desired or not. A SuperNatural unit centering an Effect radius on itself can choose whether to include itself in the Effect. Otherwise, everything in the radius is affected equally, friend and foe alike.

What happens if a minifig uses a  and a  in the same Effect? Can he create an Arc of Explosions? SuperNatural Effects are based on a unit's SuperNatural Cliché, not on which dice it happens to be using. If a wizard is casting Spray of Fireballs, then you already know what those s and s mean. If the wizard is rolling s and s and trying to make up an Effect after the fact, then his player is doing it wrong.

Movement

Increase/Decrease Move:

+/- inches of non-Flight Move to target object, creature, or vehicle

Increase/Decrease Flight Move:

+ half inches or - inches of Flight Move to target object, creature, or vehicle

Direct Movement:

apply inches of controlled motion to target small object (<1") or larger object covered by area of Effect

Thrust:

apply inches of Thrust to object

A  used to add Flight Move adds full inches instead of half inches

A  used for Movement can ignore obstacles

SuperNatural Movement Dice

Common uses for SuperNatural Movement dice:

- Speed or slow the Move of target creatures and vehicles
- Move loose objects directly, if they're Size 1" or smaller
- Apply Thrust to loose objects of any Size

 A SuperNatural Die spent as a **SuperNatural Movement die** can be used to affect the Move rating of mobile units, creatures, and vehicles, or to move targets directly.

Increasing or decreasing a mobile target's Move attribute is the simplest use of a Movement die. The die roll is added to or subtracted from the inches in its Move rating for the turn.

Move ratings can't be reduced below zero inches. A unit whose Move is reduced to 0" is Stopped but not inanimate. It can still perform regular Actions as long as they don't require moving around.

When adding Flight, a Movement  can add inches of Flight as easily as any other type of Movement. All other SuperNatural Dice are only half as effective. Each non- spent to add Flight Movement adds half inches rather than full inches. Decreases to Flight Movement are fully effective regardless of the type of dice in use; any Movement die can be used to subtract full inches of Flight Movement.

Like Range s, a Movement  can be used to ignore obstacles, but only for the length of Movement granted by the . This Movement can't end with an object inside an obstacle, even if it's followed by another Movement .

Animated Objects

Changes to Move ratings can also be used to give movement to inanimate objects. This is best limited to objects with a clear movement style already in place — stone statues and end tables can start walking around, shopping carts and boulders can start rolling, but the results of animating a suspension bridge or a shipping crate will mostly be the confusion of everyone involved. If units insist on animating an object without an obvious style of Propulsion, the object moves at Half Speed.

An animated object won't be able to make use of its new Move inches unless it has a set of controls (allowing it to be used as a vehicle) or it's given a Mind (turning it into an animated creature).

Moving Objects Directly

For loose objects of Size 1" or smaller, SuperNatural Units can use Movement dice to move them directly, for as many inches as

are rolled on the Movement dice. This can be used for Effects ranging from hurling rocks, pulling levers, lifting kilts, or tossing enemies over a cliff.

Directly moving a larger object or group of objects is also possible, but more difficult. The Effect has to cover the larger target area completely, using radius inches from SuperNatural s or arc ranges from Range s.

If a SuperNatural Unit doesn't have the right combination of dice to move a large object directly, it can use Movement dice to create inches of Thrust to push things around instead ([9.3: Thrust Vectors](#)). Thrust Effects are not size dependent and can be effective against even very large targets.

Movement Dice can't be used to separate objects from their moorings. A door can be opened and closed, but not removed from its hinges; an enemy soldier can only be tossed around until he manages to grab hold of something and stabilize himself. An unattached unit that's able to actively resist being moved does so with its Physical Opposition dice ([9.5: Collisions](#)), subtracting its POP roll from the number of inches moved.

Damage

Increase/Decrease Damage:

+/- Damage to SuperNatural Effect, weapon stats, or other damaging effect

Fire damage (or equivalent)

Blast damage, +1 Firing Arc

Explosive damage

ignores Deflection

SuperNatural Damage Dice	
<i>Common uses for SuperNatural Damage dice:</i>	
	Damaging a target directly
	Increasing or decreasing a weapon's Damage stat
	Increasing or decreasing regular Damage done to a target



A mysterious Quantumstalker powers up his staff for a devastating attack, before blowing his roll and landing face-first in the snow. Even the doots of mr skeltal's trumpet are unable to help him.

Photo: Kenny "Kommander Ken" Bush
From "Chilled to the Bone"
Elements shown: LEGO

The most common application of SuperNatural Dice is as **SuperNatural Damage dice**. Each type of SuperNatural Die delivers a specific damage type:

- Damage s deliver Fire damage, or other corrosive damage types like poison or acid ([Chapter F: Field Hazards](#)).
- Damage s deliver standard damage.
- Damage s deliver Blast damage, automatically increasing the Firing Arc by 1 and losing -1 damage for every inch between the source of the attack and the target ([8.3: Automatic Weapons](#)).

- Damage $d10$ s deliver Explosive damage (8.4: Heavy Explosives). Like regular Explosive damage $d10$ s, each $d10$ adds +2" to the radius of the Explosion.
- Damage $d12$ s bypass Deflection.

When used to subtract damage, if a subtracted SuperNatural Die matches the die type of one of the dice in the affected Damage rating (for instance, using a SuperNatural $d8$ to subtract a Short Ranged Weapon's Damage rating of $1d6$), players can simply cancel both dice completely, along with any associated side effects. Otherwise, damage-subtracting SuperNatural Dice simply subtract points from the final damage total without any other effects.

Armor

Increase/Decrease Armor:

+/- Armor to target object

Increase/Decrease Deflection:

add or subtract one level of Deflection against all damage dice of equal or smaller size

A $d10$ used to modify Armor affects Weight accordingly (max Weight:5, min Weight: $\frac{1}{2}$)

SuperNatural Armor Dice	
<i>Common uses for SuperNatural Armor dice:</i>	
	Bolstering or weakening a target's Armor
	Using $d10$ s to bolster or weaken a target's Structure Level

Rather than dealing or nullifying Damage directly, it can be more advantageous to SuperNaturally weaken or strengthen a target's Armor instead.

A Supernatural Die can be spent as a **SuperNatural Armor die** to affect a target's Armor or Deflection. Armor dice are kept with the affected target for as long as the Effect persists.

If Armor dice are used to modify an Armor stat directly, they're rolled again any time the Armor stat is called for. Subtracted Armor dice can never lower a target's Armor below zero, and can never damage or destroy a target outright.

Weight

Adding or subtracting an Armor $d10$ affects the target's Weight class accordingly. The Weight changes to match the new number of $d10$ s in the target's Armor rating, to a maximum Weight 5 or a minimum Weight $\frac{1}{2}$ (7.1: Structure), even if it raises an object's Weight past the natural limits of its Effective Size. The new SuperNatural Weight is used in the place of the regular Weight for any effects that require it, affecting such things as the object's Momentum, resistance to Fire, and ease of Disassembly.

Deflection

When an Armor Die is used to affect a target's Deflection, it only adds or removes Deflection for damage dice of the SuperNatural Die's size or smaller. A $d8$ added to Deflection would provide one level of Deflection against $d4$ s, $d8$ s, and $d10$ s of Damage, but not against $d12$ s. A $d6$ used to weaken a target's Deflection would remove one level of Deflection against $d4$ s and $d8$ s of Damage, but not $d8$ s or $d10$ s. (Deflection is never effective against $d12$ s.)

Action

Action Modifier:

+/- Bonus or Penalty to a single Action or Specialty Roll

Blessing or Curse:

+/- a potential re-roll to target's Action or Specialty Die of the same die size or smaller

Increased Action:

add an extra Action die or Specialty to a unit or inanimate object

SuperNatural Action Dice

Common uses for **SuperNatural Action dice**:

- Adding a Bonus or Penalty to a unit's Action or Specialty Roll
- Blessing or Cursing a unit's Action or Specialty die
- Giving Actions to inanimate objects
- Giving a unit extra Actions and Specialties



A SuperNatural Die spent as a **SuperNatural Action die** can be used to enhance or impair a unit's Actions and Specialties in a number of ways, from changing the success of an individual roll to creating SuperNaturally animated units from lifeless objects.

Action Modifiers

The simplest use of a SuperNatural Action die is as a direct modifier to be added to or subtracted from a single Action or Specialty Roll.

SuperNatural Action dice don't affect whether an Action Roll results in a Critical Failure, even if they reduce the result of the Action Roll to zero or less. A Critical Failure only occurs when a unit's own Action die rolls a natural result of "1," regardless of added or subtracted SuperNatural Dice or other modifiers.

While SuperNatural Action dice can be spent to modify individual rolls, they can't be used to modify a target's own Action and Specialty dice directly. These must always be a single die with no modifiers ($d4$ or $d8$ are legal Action Dice; $2d6-1$ or $d8+d4$ are not).

Instead, SuperNatural Action dice can be attached as a **Blessing** or a **Curse** to a target's Action or Specialty die of its own die size or smaller. (A SuperNatural $d8$ can be added as a Blessing on an Action Die of $d4$, $d6$, or $d8$, for example, but a $d4$ can't be used to Curse an Action $d6$.)

Blessing and Curse dice are rolled along with the Action or Specialty die they're attached to. If the die is Blessed, the unit keeps the highest roll as the result; if Cursed, the unit uses the lowest result instead.

When a target unit is larger than the Effect area of a Blessing or Curse, a SuperNatural unit will have to settle for affecting a smaller portion of the target - perhaps a single arm, a weapon, or the creature's head. Only the Actions that involve that part of the target will feel the Effect of the Blessing or Curse.

Blessings and Curses suppress each other. A die that's both Blessed and Cursed ignores one Blessing for every Curse, and one Curse for every Blessing, as chosen by the affected unit's player.

Minds and Specialties



Deceived by Pacifass's horrifying illusion of Peace overtaking the battlefield, this knightly King is tricked into slaying all of his own men in a panicked frenzy.

*Photo: Samuel "Quantumsurfer" Stephen
From "Skulduggery and Shenanigans"
Elements shown: LEGO*

A SuperNatural Action die can be given as an Action Die to animate an inanimate object, or to give an extra Action to an existing unit, as if the die were a new SuperNatural Mind. The target keeps its existing attributes (such as Armor and Move) and physical abilities (like its attack capacity, loadout, and Power level); a Death Tank with three Minds can still only fire its main cannon once per turn, but the two extra Minds mean it can also launch its missiles at a secondary target and fill out questionnaires on Death Tank dating sites at the same time.

If a unit uses a SuperNatural Action die to animate an enemy vehicle while one or more enemies are still piloting it, it's treated the same as a vehicle with opposing operators at the controls (9.4: *Piloting*). The SuperNatural Mind and the enemy operator can each use their Action on whichever systems they have access to in order to interfere or prevent each other from operating them

at all.

Rather than adding a Mind, a SuperNatural Action die can also be used to add a new Specialty. For Specialties marked with a die, the SuperNatural Die is treated as the new Specialty die; this may result in Specialists who are either phenomenally skilled or abysmally incompetent, depending on the die in use. For Specialties without a Specialty die, the SuperNatural Die must be as large or larger than the affected unit's Action die.

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