BrickQuest Quick Reference

Turn Structure · Actions · Combat · Armor & Cover

Turn Structure

Phase	Description	Key Actions
1. Draw	Refresh hand, resolve start effects	Draw up to 5 cards
2. Action	Play cards, move, attack, build, program	All actions in one phase
3. End	Status cleanup, shield refresh	Reset energy, process programs

Standard Actions

Action	Cost	Effect
Melee Attack	1E	Base attack dmg, adjacent studs
Ranged Attack	1E	Base attack -1 dmg, 2-3 studs
Defend	1E	+2 Defense until next turn
Move	1E per stud	Move 1 stud per Energy spent
Repair	1E	Restore 2 HP to self/ally

Combat Resolution

1. **Determine Base Damage** → Card/weapon damage
2. **Apply Height Bonus** → +1 dmg per level (max +2)
3. **Add Attacker Modifiers** → Cards, upgrades
4. **Subtract Armor + Cover** → Damage reduction
5. **Apply Shield First** → Temporary HP
6. **Apply to HP** → Permanent damage
7. **Resolve On-Hit Effects** → Status, reactions

Armor & Cover

AR	Typical Source	Effect
0	Trickster	Vulnerable
1	Light armor / partial cover	Negates chip damage
2	Standard bot	Strong vs small hits
3+	Fortified structure / boss	Requires piercing or burst

Special Rules:
- **Pierce X** → ignore X armor
- **Armor Break** → ignore all armor
- **Ignore Cover** → bypass +1 cover bonus
- **Cover** → +1 AR vs ranged if line passes through low wall

Terrain & Brick Economy *(Tabletop Only)*

Turn Start: +2 bricks from shared pool
Spend Bricks in Build Phase:
- Raise walls (2–4 bricks)
- Build turrets (5+ bricks)
- Fortify positions
- Custom structures

Brick Pool Scaling:
- **2-3 players:** 6 bricks each, 50 shared
- **4-5 players:** 4 bricks each, 70 shared
- **6+ players:** 3 bricks each, 100 shared

Destruction: Destroyed structures return bricks to pool

Reaction Windows

Trigger	Timing	Examples
On Targeted	Before attack resolves	Parry, Dodge
On Enter Tile	Triggers trap	Snapjaw Floor
On Hit	After damage applied	Counter-attack
On Destroy	When ally/structure destroyed	Last Stand

Common Status Effects

Most statuses expire end of round unless stated.

Status	Effect
Prone	−1 SPD, +1 dmg from ranged, stand costs 1 stud
Immobilized	SPD 0
Stunned	−1 Action next Action Phase
Burning	1 dmg at End Phase, +1 Heat
Marked	Next attack vs target +1 dmg
Shield X	Temporary HP, expires next turn
Overheated	−1 Action this turn, can't Overclock

NPC AI

Target Priority:
1. Lowest HP in LOS
2. Closest target
3. Objective holder

Actions: 2 per turn (move, melee, ranged) **Behavior:** Use programmed behavior if scripted

Common Icons

Icon	Meaning	Icon	Meaning
⚔️	Damage	🛡️	Armor/Shield
❤️	Heal	⛰️	High Ground
🕳️	Trap	⚡	Reaction/Energy
🧱	Immobilize	💥	Stun/Explosive
🔥	Burn/Heat	🧱	Brick/Structure
🌀	Aura	📡	Sensor/Scan
💾	Data	⚙️	Gear/Mechanical
💎	Crystal	〰️	Resonance
🔧	Utility	🎯	Tactical

Robot Classes

Class	Focus	Starting Stats	Special Ability
🔧 **Engineer**	Build efficiency	+2 Defense, +1 Energy	Build structures for 1 less energy
⚔️ **Warrior**	Combat and damage	+3 Attack, +1 HP	Deal +1 damage with attack cards
⚡ **Mage Core**	Energy manipulation	+2 Energy, +1 Movement	Draw extra card when playing energy cards
🎭 **Trickster**	Mobility and sabotage	+2 Movement, +1 Attack	Move through enemy spaces

Card Types