🧱 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	2 actions per turn
3. Build	**+2 Energy + 2 Bricks**	Spend bricks, build structures
4. Program	Install robot programs	Activate abilities
5. Encounter	Enemy/NPC AI acts	Resolve events
6. End	Status cleanup, shield refresh	Burning ticks

🕹️ Standard Actions

Action	Cost	Effect
Melee Attack	1E	Base attack dmg, adjacent tiles
Ranged Attack	1E	Base attack –1 dmg, 2-3 tiles
Defend	1E	+2 Defense until next turn
Move	1E (2 tiles) or 2E (full)	Move up to SPD tiles
Scan	1E	Reveal hidden threats, 3 tiles
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

Status	Effect
Prone	−1 SPD, +1 dmg from ranged, stand costs 1 tile
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

Most statuses expire end of round unless stated.

🧠 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

Type	Purpose	Cost	Duration
Action	Movement, attack, defend	1-3 energy	Immediate
Structure	Create physical objects	2-5 energy	Permanent
Program	Give temporary AI	1-3 energy	2-3 turns
Event	Dungeon/world effects	0 energy	Varies
Loot	Permanent improvements	0 energy	Permanent

BrickQuest Cheat Sheet v1.0 - Print in landscape for best results