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 Al 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

Class Flavor Actions

Class	Action	Cost	Effect
₹ Engineer	Build Structure	Variable	Construct with -1 energy cost
[™] Engineer	Overcharge Systems	2E	All structures +1 attack/HP
[™] Engineer	Emergency Repair	1E	Repair 4 HP to structure
× Warrior	Berserker Rage	2E	+2 Attack, +1 Move, -1 Defense
× Warrior	Weapon Mastery	1E	Next attack +2 dmg, ignore armor
🔀 Warrior	Battle Cry	1E	Allies +1 Attack for 2 turns
∮ Mage Core	Energy Surge	2E	Gain 3 Energy next turn
∳ Mage Core	Spell Weaving	1E	Next spell -1 cost, +1 range
	Arcane Shield	2E	Absorb 4 damage for 2 turns
₩ Trickster	Shadow Step	1E	Teleport to unoccupied tile
₩ Trickster	Misdirection	1E	Enemy can't attack you 1 turn
₩ Trickster	Sabotage	2E	Structure -3 HP, disabled 1 turn

X 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

6 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

M 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.



- 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	4	Reaction/Energy
	Immobilize	*	Stun/Explosive
↔	Burn/Heat	4	Brick/Structure
6	Aura	M	Sensor/Scan
	Data	10	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

Туре	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