7 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

## **Actions**

Action	Cost	Effect
Move	Free	Move up to SPD tiles
Basic Attack (Melee)	1E	MP dmg, range 1
Basic Attack (Ranged)	1E	RP dmg, range = SEN, needs LOS
Interact	Varies	Arm trap, open gate, revive, pick loot
Brace	Free	Gain Shield 2 until start of next turn

### X Combat Resolution

- 1. **Determine Base Damage** → Card/weapon damage
- 2. Apply Height Bonus  $\rightarrow$  +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	<b>△</b>	High Ground
-	Trap	4	Reaction/Energy
<b>@</b>	Immobilize	業	Stun/Explosive
<b>ĕ</b>	Burn/Heat	*	Brick/Structure
6	Aura	M	Sensor/Scan
	Data	<b>©</b>	Gear/Mechanical
•	Crystal	٤_	Resonance
*	Utility	©*	Tactical

# Robot Classes

Class	Focus	Starting Stats	Special Ability
<sup>™</sup> 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
<b>™</b> 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 Al	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