

BrickQuest: Welcome to the Future of Tactical Gaming

Welcome, Hero Automaton!

Welcome to **BrickQuest**—where tactical card combat, LEGO building, and strategic thinking collide in the most unique tabletop experience you'll ever play.





In the year 2157, the Quantum Network collapsed, leaving behind only the sentient Automatons. You control one of these heroes, each with unique abilities, as you battle across dynamic LEGO battlefields using cards and wits. Build structures, upgrade your robot, and dominate the battlefield!

What Makes BrickQuest Special?

Hybrid Tabletop + LEGO Building

Unlike any other card game, you physically build your defenses and structures using LEGO bricks. Every structure you play becomes a real, tangible obstacle on the battlefield.

Four Unique Character Classes

-  **Engineer**: Master of construction and defense
-  **Warrior**: Unstoppable combat specialist
-  **MageCore**: Energy manipulation and power
-  **Trickster**: Mobility and tactical positioning

Fast-Paced Strategic Combat

Plan your moves carefully. Every energy point, every card, every movement matters in this tactical skirmish.

Quick Start Guide

What You Need to Play

1. **BrickQuest Cards** - 51 custom printed cards (print at home or professionally)
2. **LEGO Bricks** - For building structures on the board
3. **A Battlefield** - A modular board (included or DIY)
4. **A LEGO Robot** - Your hero figure (build from our guide or use your own)
5. **2-5 Players** - Grab friends and prepare for battle!

Your First Game in 3 Steps

Step 1: Choose Your Hero (2 minutes)

Select one of four classes:





- **New to tactical games?** → Start with **Warrior** (simple combat focus)
- **Love building?** → Choose **Engineer** (defensive structures)
- **Want energy combos?** → Pick **MageCore** (resource manipulation)
- **Love mobility?** → Be a **Trickster** (hit-and-run tactics)

Step 2: Set Up the Battlefield (5 minutes)

1. Place your modular board pieces
2. Each player starts at opposite corners
3. Place the shared LEGO brick pool within arms reach
4. Shuffle your deck and draw 5 cards

Step 3: Start Your First Turn (Learn as You Play!)

Turn Structure Made Simple:






1. **Draw Phase** - Gain energy, get bricks, draw cards
2. **Action Phase** - This is where you make your moves:
 - o  **Play Cards** - Actions, structures, programs
 - o  **Move** - Position your robot
 - o  **Attack** - Fight enemies
 - o  **Build** - Create structures with bricks
3. **End Phase** - Clean up and reset

That's it! Most games last 20-30 minutes of fast-paced tactical fun.

Your First Turn Walkthrough

Alice's First Turn (Warrior Class)

Starting Hand:

-  Charge (2 energy - move & attack)
-  Defend (1 energy - +2 defense)
-  Barricade (3 energy - defensive structure)
-  Overclock (2 energy - +1 energy next turn)
-  Precision Shot (1 energy - ranged attack)



Energy: 5 (Warrior base)

Alice's Turn:

1. Draw Phase

- o Gain +2 Energy → Now has 7 total
- o Draw +2 Bricks from pool
- o Hand size is 5 cards (good!)

2. Action Phase

- o **Play:**  Charge (spend 2 energy) → Move 2 tiles toward enemy Bob, deal 1 damage
- o Alice moves adjacent to Bob and attacks!
- o **Use Standard Action:**  Defend (spend 1 energy)
- o Now has +2 Defense until next turn
- o **End action phase** (4 energy left, saved for next turn)

3. End Phase

- o Check for active programs (none yet)
- o Remove temporary effects (Defend stays until next turn)
- o Alice ends with 4 energy carried over

Result: Alice closed distance, dealt damage, and buffed her defense. A solid first turn!

Five Essential Strategies for Beginners

1. Energy Management is Everything

Energy regenerates each turn (+2 per turn). Most cards cost 1-3 energy. You typically play 1-2 cards per turn. **Plan your turns ahead!**

2. Positioning Wins Battles

- Use terrain for cover
- Control high ground (+1 attack bonus)
- Keep enemies at your optimal range

3. Build Structures Strategically

- Engineer gets **1 less energy cost** on structures
- Turrets shoot enemies automatically
- Barricades block enemy movement
- Bridges create tactical paths

4. Know Your Class Special Ability

Each class has a unique ability that changes how you play:

- **Warrior:** +1 damage on all attacks
- **Engineer:** Structures cost 1 less energy
- **MageCore:** Draw extra card when playing energy cards
- **Trickster:** Can move through enemy spaces

5. Programs are Powerful

Programs last 2-3 turns and give ongoing benefits:

- **Auto-Repair:** Heal 2 HP per turn
- **Stealth Mode:** Can't be targeted at range
- **Seek and Destroy:** +2 attack when charging

First Game Checklist

Before You Start:

- ☐ Read your class special ability
- ☐ Understand the 3 phases of a turn
- ☐ Know the 5 standard actions (Attack, Defend, Move, Repair, Ranged Attack)
- ☐ Shuffle your deck and draw 5 cards

During the Game:





- ☐ Track your energy each turn
- ☐ Spend bricks to build structures
- ☐ Use your class ability when helpful
- ☐ Pay attention to terrain and cover

Victory Conditions:

- **Last Robot Standing** - Be the last player alive
 - **Objective Control** - Hold specific board positions
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The Factions

Each card belongs to a faction with unique flavor:

-  **Steampunk** - Gears, steam, mechanical complexity
 -  **Cyber** - Sensors, overclock, digital warfare
 -  **Arcane** - Crystals, runes, magical energy
 -  **Neutral** - Universal, adaptable, foundational
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Meet the Hero Classes

Engineer - "Build, Don't Destroy"

Stats: HP 20 | Attack 2 | Defense 4 | Energy 6 | Movement 3

Playstyle: Defensive builder who controls the battlefield

Best For: Players who love planning and building

Signature Move: Build a turret and defend it with your life!

Warrior - "Strength Through Unity"

Stats: HP 21 | Attack 5 | Defense 2 | Energy 5 | Movement 3

Playstyle: Aggressive fighter who charges into battle

Best For: Players who want straightforward combat

Signature Move: Charge into the fray and dominate!

MageCore - "Energy is Life"

Stats: HP 20 | Attack 3 | Defense 2 | Energy 7 | Movement 4

Playstyle: Energy manipulator who controls resources

Best For: Players who love combo plays

Signature Move: Chain energy cards for massive power!

Trickster - "Adapt, Survive, Thrive"

Stats: HP 20 | Attack 3 | Defense 2 | Energy 5 | Movement 5

Playstyle: Mobile saboteur who hit-and-runs

Best For: Players who love positioning and tactics

Signature Move: Teleport behind enemies and strike!

Game Modes

Competitive Mode

- **Last Robot Standing** - Battle to the death
- **Free-for-All** - Every player for themselves
- **Teams** - 2v2 or 3v2 matches

Cooperative Mode (Coming Soon)

- **Boss Battles** - Team up against powerful enemies

- **Campaign Mode** - Persistent upgrades between games
 - **Survival Mode** - Endless waves of enemies
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Pro Tips

For Your First Games

1. **Start Simple** - Focus on one card type until comfortable
2. **Watch Other Players** - Learn from their strategies
3. **Don't Hoard Energy** - Spend it or lose it!
4. **Build Early** - Structures take time to be effective
5. **Read the Cards** - Every card has synergy potential

Advanced Tactics

1. **Combo Cards** - Some cards work better together
 2. **Bluffing** - Keep opponents guessing about your hand
 3. **Resource Denial** - Target the shared brick pool
 4. **Tempo Control** - Dictate the pace of battle
 5. **Metagame Adaptation** - Adjust to your playgroup
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Next Steps

Learn the Rules Deep

- Read the [Complete Game Rules](#)
- Study the [Card Reference](#)
- Check out class-specific [Cheat Sheets](#)

Expand Your Game





- Print all 51 cards from `brickquest_printable_cards.html`
- Get your LEGO parts from our [BrickLink parts list](#)
- Build your robot using our [LEGO instructions](#)

Join the Community

- Share your custom builds
 - Report playtest results
 - Contribute new cards and strategies
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Ready to Play?

You're all set! You now know:

-  What BrickQuest is
-  How turns work
-  What makes your class special
-  Key strategies to win

Grab your cards, build your robot, and prepare for tactical combat!

Getting Help

Stuck on something? Check out our complete documentation:

- Rules Questions? → [Game Rules](#)
- Card Questions? → [Card Reference](#)
- Class Questions? → [Class Cheat Sheets](#)
- Building Questions? → [LEGO Parts Guide](#)

Welcome to BrickQuest, Hero Automaton. The future of tactical gaming awaits.

Now build your robot, shuffle your deck, and prepare for battle! 🤖 ✂️ 🎮