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"The Deadly Spaceman"
2001

The Deadly SpaceMan! Where did he come from, and for what dark purpose was he
Little is known of the histories preceding the 1,978th Rekonstruktion, but the primitive figures surviving from the Time Before SpaceMen indicate the ravaged remains of a civilization on the brink of extinction.

The tales of the Deadly SpaceMen’s interdimensional wave of terror, the internecine wars between the Red and White SpaceMan factions, and catalogues of their galactik conquests would fill a library. For modern purposes, it’s only important to note that when their thousand-year rampage reached its end, they had kicked the ass of the entire cosmos. As SpaceMen of both factions planted their flags on the burning husk of the final unconquered chunk of planetary debris, the accumulated eon’s worth of conquest reached such a level of ass-kickingness that it BROKE THE UNIVERSE.

(BrikWiki entry: The Deadly Spaceman)

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BRIKWARS

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- Inscribing pages from the rulebook on heavy stone tablets and dropping them out skyscraper windows in the hopes of crushing pedestrians or small dogs.
- Using actual humans and assault weapons in the place of toy miniatures.
- Kidnapping the cheerleading squad at gunpoint and forcing them to play BrikWars for thirty-six hours straight.
- Etcetera.
The BrikWars Universe

Inhabitants of a plastic-brick universe heed no laws of logic, continuity, decency, or moderation. Unrestricted mayhem is the rule of the day.

“There is a theory which states that if ever anybody discovers exactly what the Universe is for and why it is here, it will instantly disappear and be replaced by something even more bizarre and inexplicable. There is another theory which states that this has already happened.”

- Douglas Adams

A Magikal Wonderland

BrikWars is a marvelous Pandora's box, an endless fount of destruction and mayhem, where every coincidence falls in favor of maximum violence,
The trappings of civilization are a fresh canvas upon which the Dimmies splatter mayhem and chaos in broad juniorized strokes.

where life is cheap, plastic, boxy, and bears only the most superficial resemblance to our world of flesh and mortgages. Time is marked from moment to moment by oscillating peaks of melodrama and troughs of sheer ridiculousness. Rules of continuity and physics are as malleable as any of us in the 'real' world have learned to expect from a lifetime of superhero comics, schlocky action movies, and public education -- and they're always trumped by the dramatic requirements of the moment and the most liberal application of Murphy's Law. Even the rules governing BrikWars itself are unresistingly overturned by a haphazard shrugging of shoulders and the players' mutual whim. Spelling is consistently poor.

It’s Brik, Not Brick

“I don’t give a damn for a man that can only spell a word one way.”
- Mark Twain

BrikWars is spelled without a 'c.' This is not a typo; this is part of the system's intrinsik nature. BrikWars is about the celebration of mayhem. It turns a suspicious eye towards infidels who believe that rules are made to be followed. If there's a "right" way of doing things, including spelling, BrikWars stands in opposition to it.

The trappings of reality become 'realistik' when translated into BrikWars' realms: bricks become 'Brix,' a mechanic becomes a 'Mechanik,' and unconscionable and horrifying ultraviolence becomes 'Awesome.'

A Tradition of Gratuitous Everything

“Humanity has advanced, when it has advanced, not because it has been sober, responsible, and cautious, but because it has been playful, rebellious, and immature.”
- Tom Robbins

In their most dignified form, BrikWars battles pay witness to lovingly crafted scenarios and intricate models, presided over by serious wargamers and careful strategic thought. Such battles, while common, are largely inappropriate. Dignity and BrikWars go together like one clone-brand brick with another: while they appear to fit at first glance, their attachment is brief and doomed to violent mutual repulsion. BrikWars battles take place in a world of minifigs, and the minifig species draws its heritage from generations of hard-fought survival in the toy chests of six-year-old boys. Whether knights, spacemen, construction workers, or chefs, their souls thrill with the racial memory of a time when a toy's highest calling was to do joyous and bloody battle with all challengers. In that primordial toybox, it didn't matter if one toy was a fire truck and the other was a teddy bear, or if two toys were built to incompatible scales or originated from unrelated eras. It didn't matter whether they had anything to fight about. Combat and danger were ends in themselves.
Like all toys, minifigs exist for the sole purpose of getting themselves killed in the most entertaining and gratuitous manner possible. You want to see castle guys get blasted by space cruisers? Sounds great! You want to watch sea pirates do battle with assault helicopters armed with laser-guided stealth buzzsaw sharks? Go right ahead! These are the battles that BrikWars was made for. Minifigs are not bothered by their own grisly deaths, because they've seen so many of their brothers and friends die in similar fashions and they know how hilarious it is. Also, unlike green army men (who tend to get melted) and action figures (with their unfortunate affinity for getting blown up with firecrackers), a minifig's later reincarnation is almost assured, either in whole or in distributed parts. Hideous disfigurements and glorious deaths are the high points in an existence otherwise spent lying around bored in a box of unused bricks. So if for no other reason, you owe it to the poor guys. Inject a little joy into their lives by slaughtering huge numbers of them.

---

**The BrikVerse**

Following the first destruction of the universe in R-1,978, broken shards of the SpaceMen's shattered reality ripped forwards and backwards throughout their own past and across dimensions, disrupting and shredding the fabric of the Brik timeline. While the overall sweep of history remained similar, holes torn by chunks of the SpaceMan universe tangled the flow of time with new snarls and dramatic complications.

In the altered history that formed, the Royal bloodline in their Yellow Castle remained pure and strong, but in this new reality their countryside was overrun with strange flattened trees and the terrifying anthropig abominations of Furbuland. In the industrial era, the hat-based caste system that once maintained civic order became frayed at the edges: some minifigs in policeman hats started driving cars instead of becoming policemen, while others put on never-before-seen chefs' hats in a direct insult to tradition. Others still bucked the system entirely, going hairless and wearing nothing but hair like a common girl minifig - even though they were male! Chaos reigned in the streets.

Inevitably, the SpaceMen rose up once again, this time in warships of even greater sophistication and variety, and broke the universe even more efficiently than before. Shards of the second universe ripped forwards and backwards through time, along with extra shards left over from the first universe; Brik history was tangled and disrupted even further.

A new, third history developed, incorporating the broken pieces of the first two. After the third timeline was shattered, there was a fourth, and then a fifth, in never-ending recursion. With each catastrophic iteration, the reformulated universe received unpredictable influxes of minifigs and constructions from all the realities that had gone before, becoming all the more sophisticated and complex. Plants and animals appeared in greater variety, the pure Royal bloodline split into endless factions, and the original handful of citizen castes multiplied into unintelligible minifig multitudes. The great Yellow Castle became lost to obscurity after the sixth repetition (R-1,983), and even the mighty SpaceMen finally succumbed to the effects of one broken universe after another, first splitting into more and more faction colors, then from colors into Trons (R-1,987), and finally into the current spectrum of mishmash space factions, far removed from their purer forebears, the undiluted Spacemen who still always erupt at the close of time to destroy the universe again.

{(BrikWiki entry: BrikVerse)
QuikWars

"A good plan violently executed now is better than a perfect plan executed next week."
- George S. Patton

For players without the time, energy, or attention span to take advantage of the full scope of the BrikWars rulebook, we offer this low-calorie substitute. QuikWars is not compatible with the BrikWars system, but is offered as a simpler introductory alternative.

Q.1: Overview of Play

QuikWars is a wargame in which players with construction-brick armies send them onto a construction-brick battlefield to engage in vicious construction-brick combat. Players set up their battlefield and armies however they like. Players interested in fairness may choose to field identical armies in two different colors, but random and wildly mismatched armies will work just as well. As long as minifigs get brutally and hilariously slaughtered, everybody goes home happy.

Rolling dice to determine order of play, the players take turns orchestrating maneuvers and assaults until only one army is left standing.

Each player's turn consists of a Movement Phase and an Attack Phase. In the Movement Phase, a player may move all of his units that are able to do so, and the units may also pick up or drop objects they come across. During the Attack Phase, no further movement is allowed, but all units with weapons may now make an attack against whatever targets are within their range. If they are carrying bricks, they may also choose to build them into constructions during the Attack Phase.

Q.1.1 Rolling Dice

In QuikWars, any time dice are rolled, any die that comes up '6' means you may add another die to the roll, increasing your sum. If that die comes up '6,' add another die on top of that. You can repeat this process for as long as you keep getting such lucky rolls.

Q.1.2 Wasting Time

Do not waste time. Dilly-dallying may be punished by severe beatings at any time, at the discretion of the other players.

"The Nefarious Nega-Bloktrix"
2005

While the earliest CLOan Negafigs appeared in the 1,991st Reconstruktion as the Negaverse's inverse, anti-awesome reaction to the SpaceMen of our own dimension, their CLOan War invasion forces sucked badly and were easily crushed by the defending paladins of the purist Legiti Knights.

Lacking credible opponents, many Legitis abandoned the cause over subsequent Reconstruktions, seduced by the pagan Rainbowism that would later inspire the DarkTron Rebellion. The remaining Knights were caught unprepared when the Nega-Bloktrix arrived in R-2,003 at the head of an unstoppable Poop Dragon armada. Her quick and dirty tactics overwhelmed the remaining Legiti Knights and made her the patron saint of QuikWars.

(BrikWiki entry: The Nega-Bloktrix)
Q.2: Armies

Q.2.1 Minifigs
In QuikWars, all Minifigs (miniature figures, or "little people") have the same attributes.

The Movement stat describes how far a unit can move during a single Movement Phase - in this case, five inches. The Minifig can run across five inches of level ground, climb five inches' worth of stairs or ladders, or leap over five inches of chasm. The only limitations to the 5" rule are these: a Minifig can't jump higher than 2" at a time, and can never swim more than 2" in a single Movement Phase (it may still use the remaining 3" for regular movement on land before or after swimming).

Minifigs may pick up or drop any number of objects within reach during a Movement Phase. Lifted objects cannot be larger than a standard 2x4 brick unless multiple Minifigs are working in cooperation.

The Armor stat tells how much damage a Minifig can absorb in a single attack. When a Minifig takes damage, roll 2 dice; if the Armor roll is at least equal to the amount of Damage, the Minifig lives. If not, it dies - knock the Minifig over and, if appropriate, detach a couple of its body parts.

Q.2.2 Heroes
Each army should have one specially-decorated Minifig to be its Hero. Heroes have the same stats as regular Minifigs, but they get two attacks per turn (which can be combined for a single double-damage attack), and they may attempt one Stupendous Feat each turn.

Stupendous Feats are all the stunts that action-movie heroes are able to pull off that could never happen in real life - lifting up cars, running up walls, catching arrows in flight, dodging thousands of bullets, reviving a fallen comrade, seducing impossible numbers of Minifig women, etc. If Xena, Jet Li, James Bond, Jackie Chan, or Arnold Schwarzenegger can do it, then the Hero is free to try.

To attempt a Stupendous Feat, a player declares the Feat his Hero is attempting to accomplish, and then rolls a Stupendous die. One of his opponents rolls an opposing die to prevent the Feat from succeeding. If the Stupendous roll is equal to or higher than the opposing roll, then the Feat succeeds. If the opposing roll is higher, then the Feat fails, and the Hero suffers whatever effects would logically result from failing such an attempt. It's up to the players to decide on the most appropriate consequences for failure. In general, the more Stupendous the Feat attempted, the worse the consequences if it fails; and in all cases, the sillier the better.

Q.2.3 Weapons
Each Minifig may choose one of its Weapons during its Attack Phase, and use it to do the Weapon's Damage to a single target within the Weapon's Range. If the Damage is higher than the target's Armor, then the target is destroyed. If several Minifigs are in position to...
attack the same target, they may all combine their
tattacks together, adding all their Damage into a single
massive roll.

**Bare Hands**
There is no unarmed combat in QuikWars. A Minifig
without a weapon must use his bare hands to pick one
up.

**Hand Weapon**
A Minifig with a Hand Weapon (e.g. a sword, axe, spear, etc.) may attack any unit or object that it can
touch with the weapon, doing 2 dice of Damage.

**Ranged Weapon**
A Minifig with a Ranged Weapon (e.g. a bow, pistol, laser rifle, etc.) may attack any unit or object within
10", as long as the Minifig has a clear line of sight to some part of the target, however small. The attack
does 1 die of Damage.

**Shield / Armor**
A Minifig gains an additional +1 die of Armor for holding a Shield or wearing a piece of Armor.

**Brick**
A Minifig may carry around loose bricks in one or both hands for whatever reason. In desperate
situations, the unit can swing or hurl the brick at an enemy for 1d6 Damage. He may also attach loose
bricks within reach to any appropriate surface, in order to build fortifications or repair vehicles or
whatever. This counts as the Minifig's one attack for the turn.

**Siege Weapon**
A Siege Weapon is any weapon large enough that it must be mounted on a vehicle, on a building, or on
the ground in order to fire. A Minifig may attack with a Siege Weapon if he is standing next to the
appropriate controls. A Siege Weapon must be able to point directly at its target, and may only be fired
once in a single Player's turn.

More powerful Super Siege Weapons are possible, but require more Minifigs to operate them. For each
additional +1 die of damage and +5" of range, the Super Siege Weapon requires one additional Minifig
with access to an appropriate set of controls for the weapon.

**Q.2.4 Steeds**
Vehicles constructed out of several bricks are counted as Constructions, described in the next section. Vehicles made from one piece, such as horses, motorcycles, or alligators, are called **Steeds**.

If a mounted Minifig is killed or abandons his Steed, then any Minifig from any team may hop onto the abandoned Steed and ride off.
Q.3: Constructions

Anything built out of multiple bricks counts as a Construction, whether it's a base, a vehicle, a wall, or part of the landscaping. All Constructions are handled in the same way.

In order to damage a Construction, players focus attacks on one of its component bricks. If an attack's Damage exceeds the number of studs connecting the brick to the main model, then the brick is separated from the model and knocked off in whichever direction seems appropriate. If the Damage is especially massive, you may keep separating more bricks until the Damage is used up.

Constructions can be easily repaired or rebuilt by simply directing a Minifig to pick up a brick and re-attach it. Attaching bricks counts as the Minifig's one attack for that turn.

Q.3.1 Controls

If a Construction has weapons, propulsion systems, or other devices, it will have to have Controls for the Minifigs to operate them. Controls must be represented by a steering wheel, a computer console, levers and buttons, or some other appropriate element.

Any Controls stuck onto a Construction instantly gain access to all of the Construction's weapons and devices. If more than one player has control of a Construction, they may each do whatever they want with the Construction and its devices during their own turn.

Q.3.2 Vehicles

A Construction can be made into a Vehicle with the simple addition of one or more Propulsion Units. A Propulsion Unit is only useful when the Vehicle is on or in the appropriate terrain for that Unit.

Vehicles can carry one Minifig and move 5" per turn for each Propulsion Unit in use, up to a maximum of 15" per turn. If additional Minifigs climb aboard, the Vehicle is overloaded and must stop (or land, if it's flying).

A Vehicle may turn at any angle at the beginning of its Movement Phase. It may then travel any distance up to its maximum Movement for the turn, but it must move in a straight line. If a Vehicle's pilot is killed or if its controls are destroyed while in motion, the Vehicle continues moving in the same direction at the same speed every turn until control can be restored.

When a Vehicle crashes into an object, both the Vehicle and the object take 1 die of damage for each Propulsion Unit the Vehicle is using at the time.
Q.4: Victory

Victory occurs when all opposing units have been wiped out and humiliated. What did you expect?
Chapter One: Gameplay

"Thus, a prince should have no other object, nor any other thought, nor take any thing else as his art but that of war and its orders and discipline; for that is the only art which is of concern to one who commands."

- Niccolo Machiavelli

1.1: Overview of Play

Setup

Taking Turns

Victory

1.2 Numbers

Taking Measurements

Rolling Dice

1.3 Supplies Checklist

Things You’ll Need

Things You Probably Won’t Need But Might Want Anyway

The purpose of BrikWars is to provide a safe and comfortable setting in which groups of like-minded minifigs can gather to mutilate and slaughter one another for the entertainment of their Humans. Their conflicts can be large or small, balanced or skewed, orderly or chaotic; the important thing is that they deliver the mindless violence that minifig mental health requires.

1.1: Overview of Play

Setup

Almighty Benny and Major Natalya settle their BrikWars differences over a high-stakes game of Nano-BrikWars, proving themselves to be deadly metagamers.

Elements shown: LEGO, Nanoblock, die
Human players prepare for a game by building armies, landscaping, scenic fortifications, and whatever else they think might add to their battlefield enjoyment. The only limits are the imagination and construction abilities of the players. It's best if the forces are built from plastic bricks, so that soldiers and structures can be modified to show damage, changes in posture, or equipment loadout, but it's by no means necessary - an army of action figures and stuffed animals can march over a landscape of book-stack mountains and shoebox buildings using the same rules.

Players have the option of imposing a military budget of Construction Points if they suffer from the notion that armies should be equal or that battles should be "fair." They might decide on a structured scenario, setting strict guidelines for the combat genre and spending hours crafting formations of vehicles and infantry, or they might just grab mismatched units at random out of a bin and start fighting immediately. It's left to the players to decide how serious they want to pretend to be.

When the battlefield and armies are assembled, players can pick their starting locations according to the requirements of the scenario or by any combination of mutual agreement and dice-rolling. If one player designed the battlefield, it's customary to allow the other players to have first pick of starting locations, to prevent unfair advantage.

**Taking Turns**

"First I kick you in the nuts as hard as I can, then you kick me in the nuts as hard as you can, and we keep going back and forth until somebody falls."

- Eric Cartman

Once the battlefield and armies are in place, combat can begin. Each player takes a turn, maneuvering forces and conducting attacks for all of the units under their control, and then passes play to the next player. When all surviving players have taken their turns, the cycle begins again with the first player.

While it's easiest to pick a turn order and stick with it, players can mix the sequence up as they see fit. Some players like to roll dice to randomize the order of each cycle of turns. When multiple players are allied, or their forces are too far apart to interact, it can save time to run them all simultaneously until they're ready to try to kill each other like civilized figures. If forces start too far apart at the beginning of a battle, it can help to give them all double or triple turns to get into fighting range more quickly; on the other hand, it can help even more not to start the forces too far apart in the first place.

Turns will sometimes come up when a player or his troops aren't ready to take them. His troops may be waiting for the right moment to spring an ambush, or to coordinate movement with allies. The player may be taking an unusually long time in the bathroom, or one of his girlfriends just kicked him in the groin and he can't come to the table for a few minutes. In cases like these, the player may choose (or other impatient players may choose on his behalf) to Delay his turn for a more opportune time. His turn is skipped, and the other players continue as normal. Once he's ready to proceed again, he can un-Delay and take his turn after whomever is the current player, and this becomes his new position in the turn order.

**Victory**

"It's never 'just a game' when you're winning."

- Claus von Stauffenberg
It's not especially important for any one player or team to "win" a battle. Dying horribly in some ridiculous fashion is always funnier than surviving horribly in some ridiculous fashion, and BrikWars is set up to favor the optimum result of a complete massacre of all participants, bystanders, and scenery. You should expect your BrikWars battles to end with final victory going to a force of nature or deadly catastrophe as often as to any of the players. 'Fire,' 'explosive decompression,' and 'I told you to put your toys away twenty minutes ago' have winning records that no Human strategist can hope to match.

The classic ending for a BrikWars battle is for the entire battlefield to be destroyed in a cataclysmic fireball. This is considered a victory for all sides except those whose depressing objective was to prevent destruction (e.g., "protect the doughnut supply").

**Objectives**

The simplest types of battles have no military objectives. Minifigs with weapons don't need any excuse to run around whacking other minifigs with them, and there's no reason not to just send them out on the field and let them go crazy. When the dust and body parts settle, it's irrelevant which side won or lost; success is measured by whether events on the battlefield were more or less crazy than those of the battle before.

In (marginally) more serious battles, minifigs fight for a higher cause - stealing the enemy's secret taco recipe, assassinating a meddling peace delegation, or heaping the largest pile of skulls for the glory of the Stud God. Objectives work best when they're aggressive and focused - specific targets to destroy, murder, or steal make for exciting battles, whether each side is fighting for targets controlled by the other, or if they're all racing to reach the same neutral targets first. Passive goals like defense or escape, if they're tolerated at all, should only be considered if they're made secondary to more target-oriented Objectives.

"Survival" is never a worthwhile goal. Any minifigs saddled with such a lame Objective should ignore their player's orders and kill themselves immediately in protest.

**1.2: Numbers**

Units in BrikWars are defined by their physical construction and placement. Players don't need to refer to charts and graphs to see if a minifig policeman has a chainsaw spear in his hand, or if it's long enough to eviscerate a nearby jaywalker, or if the fair and balanced news channel has cameras in position to catch the patriotic video of justice being served. The plastic figures speak for themselves.

Some attributes aren't obvious from the physical models, however. In-game abilities like a civilian's running speed, a policeman's spear-handling skill, or a chainsaw's effectiveness versus intestines are represented by a small handful of abstract numbers. BrikWars relies heavily on mayhem and chaos in the big picture, but the moment-to-moment details are made up of orderly numerical comparisons.

**Taking Measurements**

In BrikWars, distances are measured in inches. If you don't like inches, you can
use any alternate system of measurement that seems reasonable - an inch is about three centimeters, the length of three construction brick studs, or the height of three construction bricks. It's not important whether or not the conversion is exact, as long as everyone's using the same system.

As with most aspects of BrikWars, flexibility is key: bendable measuring tape is going to be a lot more useful than a rigid ruler, since you'll often want to measure around corners or in tight spaces. If you haven't got a measuring tape handy, a simple ribbon or piece of string marked off in inches will work as well.

### Rolling Dice

"Jacta alea est."
- Julius Caesar

BrikWars uses dice to add an element of randomness into the game. If a minifig fires a rifle at an opponent, sometimes he'll hit and sometimes he'll miss; if the enemy minifig is struck by the bullet, he might survive the damage, or he might not. Die rolls determine the outcome of actions whose success isn't guaranteed.

For the Core Rules, dice come in two flavors: the d6 and the d10, named according to how many faces are on each die. The six-sided d6es ("dee-sixes") are regular cube-shaped dice, much like you might find from raiding any lesser board game, except that when you call them d6es it sounds 1d100 times as geeky. The ten-sided d10s ("dee-tens") are a little more unusual; you'll have to do some shopping at your local gaming store or website to stock up. The d6es are used for almost all normal action in BrikWars, while d10s are reserved for certain types of high-powered combat.

If you don't have any ten-sided dice, you can replace any d10 roll with 2d6-2 - that is, roll two six-sided dice and subtract two from the result. Is this statistically equivalent? Not really. Does anyone care? Refer to The Law of Fudge, below.

Die rolls are described according to the number of each type of dice involved, plus or minus a modifier (if any). 4d6 means a roll of four six-sided dice, all added together. 1d10+2 means you roll one ten-sided die and add two to the result. 17d6+23d10+0937 means rolling seventeen six-sided dice and twenty-three ten-sided dice together, and adding nine hundred thirty-seven to the result, which you will hopefully never have to do.

Some people like to refer to dice with a "die" rather than a "dee" prefix. But how, then, do you refer to multiples? With the utilitarian "die-sixes," or the more erudite "dice-six?" The solution is this: whenever someone refers to a die-anything, kick them in whichever shin is most convenient. This will forestall further arguments about proper nomenclature and pluralization.

No matter how negative a modifier may be, the lowest possible result for any die roll is zero. A roll of 1d6-100 will almost
always have a simple result of zero, for instance, unless a player's luck with Critical Rolls defies belief.

**Critical Rolls**
Rolling dice in BrikWars is never a sure thing. No matter how easy or how difficult the task, there's always at least a tiny chance of failure or success, thanks to a couple of special cases when rolling dice.

**Critical Failure**
If the die in any roll comes up ‘1,’ then the roll is a Critical Failure, regardless of other modifiers. Whatever task a player or unit was attempting fails completely, no matter how easy it might have been.

If there are multiple dice in a roll, it's only a Critical Failure if *all* of the dice come up ‘1.’

**Critical Success**
Luckily, rolls can also turn out unexpectedly well. When rolling any number of dice, for each die that comes up on its highest-numbered face (a six on a d6, a ten on a d10), the player may add +1d6 to that roll as a **Bonus Die**. The same holds true for the additional dice rolled — any sixes rolled on the Bonus Dice continue earning additional Bonus Dice. A player may elect not to roll a Bonus Die that he’s earned, for whatever reason.

### 1.3: Supplies Checklist

“*The very existence of flamethrowers proves that some time, somewhere, someone said to themselves, 'You know, I want to set those people over there on fire, but I’m just not close enough to get the job done.'*”

- George Carlin

Besides the obvious items like armies, a battlefield, and opponents, players should make sure to have the following.

**Things You'll Need**

**Fun**
First and most importantly: *fun*. It seems obvious, but this item is so often strangely forgotten by all types of gamers that it bears repeating: *don't play a game if you don't mean to have fun.*

And remember that it's not all about you! BrikWars caters to a much wider range of play styles than most wargames, and other players may have entirely different ideas than you do about what counts as fun. If you're having a fantastic time but everyone else is frustrated or bored stiff, then the game is a failure and it's probably your fault. Make sure you know what kind of game everyone else showed up to play, and pay attention to what types of fun they're trying to get out of it.

**Measuring Devices**
BrikWars is won or lost by its ranges and measurements, and you'll want enough measuring tools to go around. Flexible measuring tape is best, but in a pinch you can put together brick-built measuring sticks instead, measuring distances at three studs per inch.

**Dice**
You'll need a good supply of dice - the more, the better. The Core Rules are written
entirely for two types of dice: regular cube-shaped six-sided dice (d6es) for regular units, and the more unusual ten-sided dice (d10s) for siege- and hero-level units.

In the advanced rules (Book Two: MOC Combat), rules are given for using a greater variety of exotic dice, but even these have equivalent d6 conversions if necessary.

**Cameras**
An ancient curse among minifigs warns: "Pics or it didn't happen!" By nature, BrikWars games are full of amazing constructions, crazy action scenes, and hilarious mishaps, but without photographic evidence even the most glorious triumphs will never achieve Kanon status outside their local group of Humans.

**Doughnuts and Beer**
Pizza, chips, and Mountain Dew are the traditional food of tabletop gamers, but the proper BrikWars mindset is further from Gary Gygax and closer to Homer Simpson. Cheeseburgers are an acceptable compromise.

### Which Bricks Should I Use?

Most people associate construction bricks with The LEGO Company, but there are any number of other toymakers riding on LEGO's coattails. The knockoff products from these "clone brands" can cost much less than genuine LEGO bricks. This is no coincidence: Regular toymakers use less expensive toy molds to make toy-quality bricks, while LEGO uses super-precise (and super-expensive) engineering to create building elements with accuracy measured in microns.

The difference can be invisible to the naked eye, but it's impossible to miss once you start trying to build anything. Two clone bricks can often fit together without trouble (depending on the brand), and you can usually find a third that fits onto the first two. But the inconsistencies compound with each brick added, and soon it's a struggle to force additional bricks together at all. With LEGO, by contrast, thousands of parts snap together as a matter of course.

Here, LEGO is the victim of its own excellence - people are so used to bricks that "just work," they assume that any similar-looking brick will function just as well. Ignorant grandparents think the clone bricks give more value for the dollar. The grandkids, frustrated by trying to get the knockoffs to function at all, grow up never wanting to play with construction toys again, and become murderers, drug dealers, or worst of all, politicians.

By counterfeiting and betraying the good will built up by LEGO over the course of generations, the parasitic clone brands sabotage the very market they leech off of. To give them a single dollar of support is an act of evil beyond any justification, and anyone who knowingly buys a clone set is doomed to burn in Hell in a richly-deserved fiery torment lasting for all eternity.

That being said, clone brands offer specific advantages to the pragmatic BrikWarrior. Because they aren't limited by LEGO's anti-war ethics, or by the need for each element to earn back the hundreds of thousands of dollars it costs to make a single LEGO mold, their elements and sets can be much more specialized and warlike. Historically, the clone brands' most successful playthemes have looked like they could have come straight out of a traditional miniatures wargame.

For minifig and weapon elements, this is fantastic, since they don't depend as heavily on quality or consistent buildability. For construction elements, the outlook is less rosy, but even the crappy clone bricks aren't completely useless. By sandwiching them between layers of genuine LEGO, they can often be used to build stable structures while still keeping a lower overall cost.

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**Things You Probably Won't Need But Might Want Anyway**

If you're not making up bizarre and crazy ad hoc rules on the fly, you're not really playing BrikWars. As such, you might want to bring extra gear just on the off chance that you think of funny things to do with it.
Pencil and Paper
In case you want to pass love notes to the cute player on the other team. Or to all of the other players at once, if you're into that kind of thing.

Spare Parts
It's often nice to be able to whip up a costume change for your hero, craters and random debris from explosions, a stand to hold a minifig in a precarious position between turns, or any number of other objects that might appear as the result of unexpected events.

Stat Cards
Even if you think you've got all your units' stats memorized, it's good to keep their stat cards handy, if for no other reason than to reassure your opponents that you're not making up numbers off the top of your head.

Blood and Fire
While not completely necessary, it really adds to the ambience if you have a healthy supply of little red plates and flame elements to scatter around whenever it seems like the battlefield could use more blood or more fire. And seriously, when could a battlefield not use more blood and more fire?

Funny Dice
Nothing says gaming like funny dice. A Stumble die, for instance, is easily made by taking a marker and dashing off a quick arrow on each face of a regular d6. Now with every roll you get both a direction and a number of inches, good for ad hoc rulings on wind direction, shrapnel trajectories, and drunken staggering.

Pips
If you've ever played a collectible card game, you've got piles of these: colored beads or beans or chits or little pewter brains. Even if you haven't got some counting pips set aside already, it's easy to improvise some with a pile of plastic bricks. Pips let you make up conditions like "everyone remove one blue pip at the end of your turn - when they run out, the nuke goes off."

Fire Rings
Complicated and arcane-looking gear with no real purpose is great for intimidating newbies. More experienced players may just laugh at you whether the things actually have a purpose or not, so be careful.

1.4: The Spirit of the Game

<table>
<thead>
<tr>
<th>The MultiPantheon</th>
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<tbody>
<tr>
<td>Minifigs hold faith in any number of greater and lesser powers that inspire their fear, worship, and adulation.</td>
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Some abandon rationality in obeisance to BrikThulhu, the nine-tentacled RagnorOktopus of Chaos. Others are seduced by the corruption of the Nega-Bloktrix and her promises of
cheap Cloan-brik assembly. These blasphemers are opposed by purist orders of Legiti Knights and fraternal legions of BrikMasons who devote themselves to acts of brutal oppression and self-righteous douchebaggery in the name of an unseen Great Builder.

On the fringes, Rainbowistic cultists pursue the ecstatic anti-sentience of the baseball-capped Dimmy swarms, while ascetics at the opposite extreme abandon all hygiene in a quest to harness the forces of deconstruction and rebirth that sustain the poop-worshipping Dungans. Some put their faith in the impossible figure of the Dodekube, ascribing all events to the random dice rolls of disinterested Human gods. There are even rumors of isolated minifig hermits who hold a laughable belief in an omnipotent personal Player who oversees their every move.

No matter how ridiculous, all minifig belief systems are true. The Farce ensures that no faith goes unrewarded.

The Nuclear Option

Wargamers tend to react badly to BrikWars' opposition to its own rules, especially when it gives their opponents free rein to do something game-wrecking. "What," they ask, "prevents them from using a What I Say Goes Roll to declare all of my soldiers destroyed by coincidentally precise meteor strikes?"

The answer is: nothing at all.

What I Say Goes Rolls are good for mediating disputes and introducing new material outside the scope of the rulebook, but they also give every player at the table a nuclear option. Regardless of whether you're following the letter of the rules, if the other players don't feel that you're playing in good faith, they will pull the What I Say Goes trigger.

Secondly, and more importantly, some gamers are assholes, and when gamer assholes become wargamer assholes their assitude is almost unstoppable. Under normal circumstances, they'll try to munchkin and weasel and rules-lawyer everyone else out of having any fun at all. The power of What I Say Goes (and later, the open-ended Heroic Feat) tempts them into exposing their assery in a single game-breaking meteor strike, rather than dragging it out over several games.

The game will be ruined, but in the process you will have identified someone whom you should never, ever play or interact with again. And that knowledge is more valuable than any single battle.

Whether in BrikWars, real life, or any other game, it's better to not play at all than to get stuck wasting time on an asshole.

The right answer is the wrong answer if it takes more than thirty seconds to look it up. When checking a rule isn't worth the effort, it's better to axe a stupid question than to get the stupid answer.

Proper Observance of Rules

"The secret we should never let the gamemasters know is that they don't need any rules."

- Gary Gygax

Rules are for the small-minded and weak. Let a little kid loose among your collection of bricks sometime, and watch the way he plays. In his hands, those minifigs will have all kinds of crazy battles and adventures. There'll be all the drama, death, and explosions you could ever want, and the whole time that kid won't have to crack open a rulebook even once. How is it that he's so much smarter than we are? The answer is that most of us have had a lot more years of schooling than he has. Wait until he's eighteen, he'll have become just as slack-jawed and dull-eyed as the rest of us.

BrikWars has a lot of rules. If the mandatory education system has had the chance to get its hooks in you, then you'll respect the authority of those rules, because they're all written down in a book and some of them are capitalized.

If things went so badly that you ended up going to college as well, then you'll not only shackles your own ends, weaseling out loopholes and exploits to cleverly frustrate the other players and ingeniously prevent fun for the entire group.

If you find yourself engaging in that kind of rules-lawyering and munchkinism, then you have just failed at BrikWars. Stamp a big F on your report card, schedule a get-together between your face and the Hammer of Discipline, and see if you can't spend a little time afterwards with a couple of eight-year-olds to remember all the things you've forgotten about having fun.

"The more laws and order are made prominent, the more thieves and robbers there will be."

- Lao Tzu
The reason BrikWars has so many rules is that it's a lot more fun to flout a large rules system than a small one. Hopefully you can use these rules as a springboard for the imagination rather than as manacles with which to enslave yourself. However, not everyone is ready to live without the safety net that such a system provides, especially while in competition with others. So, before going any further, here are the three most important rules in the book.

**THE RULE OF FUDGE**

Fudge everything your opponents will let you get away with.

"Hell, there are no rules here - we're trying to accomplish something."

- Thomas Edison

BrikWars provides pages and pages of rules to calculate events down to the tiniest detail. If a player tries to follow all of them to the letter, their turns will take hours, everyone will lose interest, and no one will want to play a second time. This is for the best. Those people should give up on construction bricks and donate them to someone with an imagination.

Just because you can assign die rolls to every sneeze and determine landing trajectories for every blown-off body part, doesn't mean you should. The most probable results are very often the least ridiculous, and why bust out the calculators just to spend more time having less fun? Except where your opponents insist otherwise, you should resolve the bulk of your actions with rough estimates, arbitrary decisions, and an abundance of vague hand-waving. Given the opportunity, always **Fudge** in favor of mayhem.

Don't waste time on stuff nobody cares about. Following the rules and winning are the two lowest priorities on your list. Getting some laughs during the battle and having a good story to tell afterwards are your primary goals.

Remember that while you're fudging everything your opponents aren't objecting to, they're trusting you to set the limits on their fudging in return. They won't know what level of rule-minding you're most comfortable with if you don't tell them.

**WHAT I SAY GOES**

Players are smarter than rulebooks. Especially the ones with the highest dice rolls.

"Any commander who fails to exceed his authority is not of much use to his subordinates."

- Arleigh Burke

There will be many times when players will have a difference of opinion, when the best course of action isn't clear, or when no one remembers the details of a rule but they don't care enough to waste time looking it up. “Can a zombie bite convert dogs into zombie dogs?” “Can that archer really fire at the petting zoo from inside a juniper bush?” “Is that hot dog stand within bazooka range?”

If players can’t come to a quick consensus, then it’s time for a **What I Say Goes Roll**. Every interested player (and, in some cases, any sufficiently opinionated bystander) states his position. All participating players roll dice, re-rolling ties if necessary. The player with the highest roll wins, and What He Says Goes – as long as he said it before rolling the dice. There's no changing your position once the dice are cast.
The first What I Say Goes Roll in many games is to decide the order of play. The winner decides who goes first and in what order the players will take their turns.

EVERYONE'S THE BOSS OF THEIR OWN TOYS

Don't break other people's toys without their blessing.

"You guys don't get it, do you? Once we go into Sid's house, we won't be coming out!"

- Woody

BrikWars works best when the game effects are reflected in the physical objects. When a soldier gets decapitated, the minifig's head is removed and knocked aside. When a tank gets blown apart, the model is smashed to pieces and scattered across the battlefield. When land mines explode underfoot, holes are chainsawed into the dining room table surface to show where the craters are. When the doomsday nuke goes off, players set the house on fire.

Sadly, not everyone is happy to see their prized constructions, tables, or mortgages destroyed for the sake of BrikWars realism. They may doubt their ability to put their favorite models back together again after the battle, or they might worry about losing valuable elements when all the pieces get mixed up. They may be thinking ahead and wondering how they'll explain to the insurance adjuster exactly how their house burned down.

No matter how lame the excuse, Everyone's the Boss of Their Own Toys. If they don't want you breaking their stuff, don't break it. There are other ways to track damage to enemy units and structures and players besides busting pieces off of them, even if it's not as much fun.

Even more important than the physical models, players can be very protective of their personal Kanon. If a player comes to the table with the characters and storyline that sustained him and his brother through a desperate childhood thirty years earlier, don't What I Say Goes them into a black hole for the sake of making the half-assed army you invented over your lunch break seem two percent cooler. Regardless of what happens on the battlefield, players are the bosses of their own storylines. If they don't feel that you're treating their Kanon with respect, your contributions will be vetoed.

The Farce

The Farce is a mass satire created by all laughing things. Its jokes surround and penetrate the bricks, and its punchlines bind them together. With a Lite side, a Snark side, and a regretfully stupid Dim side, Farce-attuned minifigs attest that "anything can be funny... from a certain point of view."

The Farce unsubtly alters reality and events to fall in favor of more chaos, more mayhem, and more hilarity from victors and victims alike. The Farce ensures that characters and factions exist only as their own worst caricatures, and Farce-influenced events are rarely accompanied by any more logical justification than "wouldn't it be funny if," often going to absurd lengths to avoid one. Instead, the Farce acts through the power of gratuitous and inescapable Koincidence.

Koincidences occur according to how entertaining they are, rather than respecting any normal rules of probability. No matter how unlikely or impossible, new elements of hilarity become all but inevitable if they Koincidentally spark a fresh paroxysm of minifig-on-minifig violence, disrupt a well-laid and rational plan, or amplify the worst possible consequences of a harmless error.

BrikWars takes place in a rigged BrikVerse, whose fundamental laws are set up to make sure the most improbable thing that could possibly happen usually does. The ends justify the means, and if the Humans need a medieval castle and breathable atmosphere to mysteriously appear in an asteroid field in order to play out their dream battle of dragons versus starfighters, then that's exactly what happens. The forces of Koincidence put the castle where it needs to go, and its arrival requires no explanation, any more than the non-Euclidean space pony invasion force that arrives two turns...
BrikWars doesn’t always mix well with snootier games, but there’s nothing like a rousing round of chessmen versus minifigs.

The Farce accomplishes this, as often as possible, by putting the power of Koincidence into the hands of those least interested in using it responsibly. Specifically, the Humans. And more specifically, whichever Humans are most opposed to the well-being of the minifigs affected.

**Enemies**

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<tr>
<th>Peace</th>
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<tbody>
<tr>
<td>Toys of all stripes are notorious for their revolving loyalties and petty betrayals. Groups of toys may be friendly one moment, fratricidal the next, and staunchly allied against their Human overlords a moment later.</td>
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While their allegiances change with each new turn of the coat, self-respecting minifigs must always have at least one enemy, and preferably several, in order to maintain healthy psychological function. Otherwise, they risk becoming disoriented and falling victim to “peace” - a feared but thankfully rare disease. Unless the situation is corrected quickly, afflicted minifigs can descend into a peace spiral, with symptoms progressing from boredom to depression, panic, and inevitable suicide, usually within minutes.

BrikWiki entry: Peace

"Oceania was at war with Eurasia; therefore Oceania had always been at war with Eurasia."

- George Orwell

Koincidence is a wonderful tool, but it must never be allowed to fall into benevolent hands. When it comes time for Koincidence to affect events in battle, the power must be granted by a Human player to one of his Enemies, preferably to use against him. Which players are Enemies at any given moment is determined by the following criteria:

- **Not Enemies: You**
  Players can never be their own Enemies, no matter what their terrible die-rolling skills seem to indicate.

- **Not Enemies: Your Allies**
  Players cannot be Enemies with their current allies, no matter how viciously they may have battled in the past. Happily, alliances are easily canceled by a well-timed Inevitable Betrayal.

- **Not Enemies: Non-Players**
  Without an agenda to pursue, inanimate objects and neutral bystanders have no way to ironically benefit from a player's errors, making them worthless as Enemies. Neutralized opponents and absent players are included in the Non-Players category.

- **Enemies: Any Players Trying to Kill You**
  First and foremost, a player is Enemies with any player with whom he's engaged in direct combat. In situations where this isn't clear, two players are considered to be engaged in direct combat if either of them has attempted at least one attack on the other since the beginning of their previous turn.

- **Otherwise: Enemies: Any Players That Tried to Kill You, or Your Allies, Ever**
  If a player is not currently directly engaged in combat, then his Enemies are any players who have engaged in combat with him or his current allies at any point in the battle.

- **If all else fails: Enemies: Everybody**
  If neither the player nor his current allies have engaged in combat at all, then every other player is an Enemy by default.

Note that Enemies are not reciprocal - it's possible for a player to have clear Enemies who are too busy to consider him an Enemy in return, if they're focused on more pressing combat elsewhere.
Chapter Two: The Mighty Minifig

A minifig is a cute and friendly-looking little fellow, but don't let his appearance fool you. Beneath his lovable exterior, a minifig is a remorseless killer. He'll hack your heart right out of your chest if he thinks he could get away with it - his minifig village could live for months off the meat of a good-sized Human heart. Instead, he's happy to go on massive fratricidal rampages in hopes of gaining favor with his godlike Human overlords.

Despite his horrifying misanthropy, the minifig is a simple creature, defined by four statistics: Skill, Move, Armor, and Cost. (In later chapters, some advanced minifigs will also have unique Specialties that give them extra abilities.)

A minifig's attributes are described on a Minifig Stat Card like the one at right. If you're fielding a large number of different kinds of minifigs, you'll want to photocopy and cut out their cards and keep them on the table for easy reference during battle. In the Core Rules, however, most minifigs are exactly the same, apart from the weapons with which they're equipped.

“People sleep peaceably in their beds at night only because rough men stand ready to do violence on their behalf.”
- George Orwell

While the LEGO MINIFIGURE™ was the first appearance of the minifig species, minifigs are now available from a wide number of manufacturers in nearly-limitless variety.

Minifigs shown: Best-Lock, LEGO, Mega Bloks

Skill: 1d6 - see 4.2: Action

A minifig’s Skill statistic reflects its ability to accomplish goals. It's a composite measurement of natural aptitude, intelligence, training, and luck.

A Skill statistic is always listed as a die roll rather
than a number, and a unit rolls that type of die whenever he attempts to use his Skill. This minifig's Skill of 1d6 means he rolls one six-sided die each time he makes a Skill Roll (4.2: Action).

A minifig's Skill rating is used to determine success or failure whenever it attempts a difficult action, usually to use an object or weapon to whack another minifig across the skull. These actions are given Use ratings according to difficulty, normally a number between one and six, and the minifig must roll that number or higher on his Skill Roll to succeed.

**Move: 5"**  - see 4.1: Movement

The Move statistic describes how far a minifig can move in a single turn, under normal conditions. At normal speed, a standard minifig can move five inches.

**Armor: 4**  - see Chapter 3: Minifig Weapons

A minifig’s Armor statistic tells how much Damage he can withstand from a single attack – in this case, four points. If he’s hit by an attack doing four points of Damage or less, the blow glances harmlessly away and the minifig can continue fighting. If the attack does five points of Damage or more, he’s killed instantly. Knock the minifig over and, if appropriate, sever a couple of body parts.

Minifigs don’t have “hit points” like some players might have come to expect from other games - in BrikWars, an attack either kills a minifig or it doesn’t. In battles that might involve dozens or even hundreds of minifigs at once, a system of individually-tracked hit points is much too burdensome for players to manage from turn to turn.

**Cost: 4CP**  - see 1.1: Overview of Play

The Cost statistic describes a unit’s value in Construction Points (CP), which players can use to ‘buy’ soldiers, weapons, vehicles, and fortifications. Players who don’t make the obvious choice to ignore Construction Points entirely may decide to set a CP budget in order to ensure that all armies are of equal value, or they may calculate the armies’ CP after the fact and adjust the balances accordingly. A minifig unit costs 4CP, not counting
The Rise of the Minifig

In the beginning, brick-built figures rose up from the primordial plastic to evolve, over time, from blocky, misshapen homunculi into the earliest simple minifigs*. Led by the Yellow King, the fountainhead of all lines of royalty to follow, the civilization of these new minifigs flourished. They quickly mastered the art of hinged castlebuilding with the creation of the legendary Yellow Castle 375, and established the four orders of Sticker Knights to eliminate all non-Yellow figures in a friendly campaign of smiley-faced racial genocide.

With the progress of history, this carefree population of medieval knights blossomed into modern cities of yellow and smiling citizens, brutally divided by hat style into strict castes of policemen, petroleum engineers, firemen, construction workers, and finally, girls. The construction worker class developed a substantial body of knowledge surrounding the use and properties of the mysterious ABS bricks with which they worked, and independent cabals of construction-worker theoreticians began investigating the possibility of using them for interdimensional space travel and bioengineering.

Before long, all of minifig society was caught up in a space race to extend their reach to the plastic stars above. While the first SpaceShips were assembled and hidden within high-security police and fire stations, secret hospitals staffed by faceless and limbless proto-figs worked around the clock to design and create the SpaceMen to pilot them.

It's impossible to know the sources of genetik material used in the injection-mold construction of these ultimate superfigs. It can be assumed that no yellow-colored species was left untapped, from the smiley-faced minifig citizens, to their limbless protofig servants, to the noodly-armed yellow giants of ages past. (Any suggestion that the bloated white-colored Dooploks were involved, however, risks swift retribution from a SpaceMan Planetary Sterilization Squad.) There is no questioning the end result, first achieved by the prestigious research team at Hospital 555: the Deadly SpaceMan, the most dangerous bioengineered organism ever to exist, was loosed upon reality.

* - Following the repeated destruction of the universe, and the subsequent scattering of SpaceMen and their influence backwards across history, it is believed by some that the entire minifig species was fathered by SpaceMen who had been time-displaced into the distant past. This theory is popular with anti-evolutionists who refuse to accept that they could be descended from a simple plastic brik, but it requires that the first SpaceMen would had to have been intelligently designed by protofigs in the end of R-1,977, an even earlier version of the universe. While the existence of protofigs and Hospital 555 in several antecedent Retconstruktion universes seems to lend credence to this theory, no evidence has been found for the existence of SpaceMen or any other modern minifig prior to R-1,978.

(BrikWiki entry: Minifig)

Using Stat Cards

The Minifig card, shown above, is an example of a single-sided stat card. Single-sided cards are used for basic units without the kinds of special details that would need an extra panel for explanatory text. These cards can be printed and cut out individually, but it's also common for players to print or photocopy all of their single-sided cards onto a single sheet of paper for quick reference.

In upcoming chapters, we'll introduce a variety of advanced units with Specialties that grant them extra abilities. These types of units are given two-sided stat cards, so that the descriptions of their Specialties can be printed on the card's backside. While a two-sided card can be printed out flat in the same way as the single-sided card, its real purpose is to be cut out, folded in half, and glued or taped together.

If you'd like to make some nice two-sided stat cards for your game, start by downloading or creating the graphics files for the cards you'd like. (Print-resolution graphics of all of BrikWars' stat cards, including blank cards, alternate versions, and graphics templates for making your own custom cards, are all freely available for download on the Downloads page of the BrikWars website, at http://www.brikwars.com/downloads.)
Start by printing out your selected cards. Here, we’ve used a graphics editing program to stack three cards on a page - feel free to set your cards in whatever sizes and arrangements you like, as long as they all fold along the same line in the middle. Using a straightedge and pencil, draw a line on the back side of the printout to show where the fold line between the two sides of the cards will be - this will help you out later.

The next step is to glue the cards together with spray adhesive. You’ll be doing a good amount of spraying, so pick a well-ventilated area where you don’t mind getting glue all over everything. Ideally, you have your own industrial spray booth and clean drop cloths; we just used the lawn.

If you’re in a hurry, you can simply glue and fold the paper onto itself, but for a more durable feel it’s better to fold the printouts around cardstock, cardboard, or even index cards. Here, we’ve cut some nice chunks of cardstock out of a package of frozen pizza. Their size doesn’t have to be precise, as long as they have at least one straight edge and are large enough to cover the cards to which you’ll be gluing them. It’s important to choose pieces of cardstock that don’t have writing or high-contrast printing on them - these can show through the paper and ruin the look of your cards.

You’ll start by spraying a coat of adhesive on the back of the printout and on both sides of your cardstock. When the glue has had time to set up, line up the edge of the cardstock with the fold line you’ve drawn on the back of the printout. With everything properly aligned, press the paper and the cardstock together to secure the bond, and then fold the loose flap of paper around the cardstock. You can avoid wrinkles if you make sure to start at the fold line and work outwards when you're pressing them together.

Depending on your adhesive, you may have time to spray coats over several pages while the first coat of glue is setting up, or you may have to spray and mount each set of cards one at a time. Read the instructions on the bottle! Gluing too quickly can be just as bad as waiting too long.

After the glue has had time to set properly, it's time to cut the cards apart. Cut all the straight edges first. For a professional-quality edge, you can use a straightedge, a cutting mat, and patient strokes with a fresh craft knife. We used scissors.

When the straight edges are done, come back in with scissors and trim the rounded corners.

Congratulations! Your card is finished and ready for its exciting career as reference material.
Chapter Three: Minifig Weapons

3.1 Close Combat Weapons
- Hand Weapons
- Heavy Weapons
- Two-Handed Weapons

3.2 Ranged Weapons
- Short-Ranged Weapons
- Long-Ranged Weapons
- Explosives

3.3 Bodily Protection
- Shields
- Body Armor

3.4 Desperate Measures
- Bare Hands
- Minifig Tools
- Random Objects
- Thrown Objects

 Players are of course free to invent all kinds of unique minifig items in addition to the generic weapon types. Who knows what mysterious powers this Skully Grail might possess?

With the unique and logic-defying ability to wield an unlimited number of minifig weapons simultaneously, the semi-mythical hero Zahru Trollarm brought the human minifigs of Medivo back from the brink of extinction in ancient times, slaying his way through hordes of Dungans, trolls, and the undead forces of the evil spirit Warhead.

Wiki entry: Zahru Trollarm

The weapons with which you arm your minifigs are best chosen according to which look the coolest. More practical considerations might increase your army’s chances of victory, but that’s hardly a priority compared to the importance of looking awesome.
<table>
<thead>
<tr>
<th>Weapon</th>
<th>Cost</th>
<th>Use</th>
<th>Range</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Close Combat Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hand Weapon (S)</td>
<td>2CP</td>
<td>2</td>
<td>CC</td>
<td>1d6</td>
<td></td>
</tr>
<tr>
<td>Heavy Weapon (M)</td>
<td>3CP</td>
<td>3</td>
<td>CC</td>
<td>1d6+2</td>
<td>may be paired with Shield or Heavy Shield</td>
</tr>
<tr>
<td>Two-Handed Weapon (L)</td>
<td>4CP</td>
<td>4</td>
<td>CC</td>
<td>2d6</td>
<td>Two-Handed; -1&quot; Move; can't Sprint; can't throw</td>
</tr>
<tr>
<td><strong>Ranged Weapons</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Short-Ranged Weapon (S)</td>
<td>3CP</td>
<td>3</td>
<td>6&quot;</td>
<td>1d6</td>
<td>some are Two-Handed</td>
</tr>
<tr>
<td>Long-Ranged Weapon (M)</td>
<td>5CP</td>
<td>3</td>
<td>10&quot;</td>
<td>1d6+1</td>
<td>Two-Handed</td>
</tr>
<tr>
<td>Explosive</td>
<td>1CP</td>
<td>1*</td>
<td>3**</td>
<td>1d10 Exp</td>
<td>* if thrown</td>
</tr>
<tr>
<td><strong>Bodily Protection</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shield (S)</td>
<td>1CP</td>
<td>2</td>
<td>CC</td>
<td>Shielded Parry</td>
<td>Parry or Shove only; can Parry Charge attacks</td>
</tr>
<tr>
<td>Heavy Shield (M)</td>
<td>1CP</td>
<td>3</td>
<td>CC</td>
<td>Shielded Parry</td>
<td>same as Shield, can provide cover</td>
</tr>
<tr>
<td>Body Armor</td>
<td>1CP</td>
<td>-</td>
<td>-</td>
<td>Armor +2</td>
<td>Move -1&quot;, can't swim</td>
</tr>
<tr>
<td>Heavy Armor</td>
<td>2CP</td>
<td>-</td>
<td>-</td>
<td>Shielded</td>
<td>Half Speed</td>
</tr>
<tr>
<td><strong>Desperate Measures</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bare Hands</td>
<td>-</td>
<td>0*</td>
<td>CC</td>
<td>Shove 2&quot; or Grab</td>
<td>* Automatic Hit for Shoves and Grabs</td>
</tr>
<tr>
<td>Minifig Tool</td>
<td>1CP</td>
<td>3</td>
<td>CC</td>
<td>1d6-1</td>
<td></td>
</tr>
<tr>
<td>Random Object</td>
<td>-</td>
<td>4</td>
<td>CC</td>
<td>1d6-2</td>
<td></td>
</tr>
<tr>
<td>Thrown Object</td>
<td>*</td>
<td>*</td>
<td>3&quot;</td>
<td>*</td>
<td>* use object's Close Combat stats</td>
</tr>
</tbody>
</table>

Less well-equipped minifigs will try to tell you that it's not the size that matters, it's how well you use it. This is of course completely false. Minifig weapons, like everything else of importance, are categorized entirely according to length. They fall into three categories, separated by how they compare to a minifig's height: weapons shorter than a minifig are **Short (S)**, weapons equal in length to the height of a minifig are **Minifig-Size (M)**, and weapons longer than a minifig are **Long (L)**.

Players might be tempted to think of the letters as standing for Small, Medium, and Large, but that would be much less precise.

### 3.1: Close Combat Weapons

Killing enemies from a safe distance is all well and good, but any minifig worth his plastic will tell you that's for cowards. Nothing beats the meaty hands-on thrill of manually whacking an uncooperative enemy into a pile of bloody chunks. **Close Combat** weapons are used to make Close Combat attacks, as you might suspect (**5.2: Close Combat**).

**Hand Weapons**

*Size:* (S) *Cost:* 2CP *Use:* 2 *Range:* CC  
*Damage:* 1d6  

**Hand Weapons** are the lightest, most versatile, and most readily available melee weapons: anything...
from maces, hand axes, and shortswords to baseball bats, bicycle chains, and crowbars.

Because Hand Weapons are so light and easy to handle, they leave the second hand entirely free for a second weapon or equipment item. Hand Weapons can be paired with another Hand Weapon, Short-Ranged Weapon, Shield, Heavy Shield, or Minifig Tool.

### Heavy Weapons

- **Size:** (M)  
- **Cost:** 3CP  
- **Use:** 3  
- **Range:** CC  
- **Damage:** 1d6+2  
- **Notes:** May be paired with Shield

Heavier than regular Hand Weapons, but not requiring the dedicated use of both hands, Heavy Weapons are sometimes called Hand-And-A-Half or Bastard weapons. Heavy Weapons include such weapons as broadswords, battleaxes, flails, spears, katanas, chainsaws, and beamsabers.

Heavy Weapons do not include Lightsabers, because the Lightsaber is a trademark of Lucasfilm Ltd., and we would never want to risk infringing a trademark.

Minifigs wielding a Heavy Weapon cannot carry a second weapon of any type in their off hand, although they may equip a Shield or Heavy Shield.

### Two-Handed Weapons

- **Size:** (L)  
- **Cost:** 4CP  
- **Use:** 4  
- **Range:** CC  
- **Damage:** 2d6  
- **Notes:** Two-Handed, -1” to Move, cannot Sprint, cannot throw

Two-Handed Weapons give heavy troops the power to destroy the sturdiest armored foe, and the ability to hit at targets normally out of reach - striking behind a rank of other minifigs, surprising targets on separate building levels, or nailing riders on horseback.

The drawbacks are that Two-
Smaller Ranged Weapons give a minifig the power to strike at a distance while leaving his other hand free for life's more visceral pleasures - in the case of this Space Marine, a wickedly serrated gutting-knife.

Weapons shown: Red Bean Studios, Little Armory, LEGO, Best-Lock

Handed Weapons are heavy, slow, and difficult to wield effectively. Minifigs carrying a Two-Handed Weapon have their Move ability reduced by one inch and are unable to Sprint. They have a hard time navigating tight spaces, and they need both hands free to use the weapon in melee. (You don't have to pose your minifig with both hands physically holding the weapon shaft, as that isn't always possible or easy to manage; it's understood that both hands come together to swing the weapon at the moment of attack, so quickly that the eyesight of Humans is unable to detect it.)

Even worse, a Two-Handed Weapon's extra inches of reach carry their own vulnerability - an enemy minifig can sneak up closer than the weapon's minimum effective range. A minifig swinging a Two-Handed Weapon must have one hand on the bottom-most grippable part of the handle; this may mean that he doesn't have enough space to bring the weapon's striking surface into contact with the target. If the minifig is unable to back up far enough to give himself room to swing, then the enemies inside that distance can only be Shoved, not attacked (5.2: Close Combat).

Unscrupulous players may try to get around problems of minimum striking distance by giving their Two-Handed Weapon a very long striking surface. This is considered to be in poor taste, and justified grounds for a mild to moderate beating. The amount of striking surface on a Two-Handed Weapon should never be longer than a minifig.

There is one important exception to the Two-Handed Weapon's two-hands requirement: Jousting, decribed in H.3: Fighting From Horseback. A minifig riding a steed or vehicle only needs one hand to use a Two-Handed Weapon as a lance in a Charge attack, as long as it has a pointy tip. Jousting minifigs can use their free hand to wield a Short-sized weapon, Shield, or equipment item.

3.2: Ranged Weapons

"You can go a long way with a smile. You can go a lot farther with a smile and a gun."
-Al Capone

While it's hard to beat the joy of plunging a hand weapon into exposed enemy flesh (but not impossible: see the Explosives section below), it can be frustrating when some jokester thinks it's funny to keep bouncing around just out of reach of your hand axe. It's times like that that you want a nice ranged sidearm, to wipe that self-satisfied grin off his face in the most literal fashion (5.3: Ranged Combat).

Short-Ranged Weapons

Size: (S) Cost: 3CP Use: 3 Range: 6" Damage: 1d6 Notes: some are Two-Handed

"Remember the first rule of gunfighting: 'have a gun."
-Jeff Cooper

Most light ranged weapons fall under the Short-Ranged Weapons heading (also called "Pistols" for short): revolvers, shortbows, blowguns, magic wands, and slings are good examples. Many can be fired with one hand; a little common sense should be enough to determine how many hands a given
weapon requires (a crossbow can be fired with one hand, for instance, while a shortbow takes two).

Because their short range puts minifigs dangerously close to an enemy's ability to counterattack, Short-Ranged Weapons are best paired with a Hand Weapon in the opposite hand, or used in hit-and-run harrying attacks that keep the Ranged attackers just out of enemies' reach. They can also be paired with Shields, Heavy Shields, or Minifig Tools.

### Long-Ranged Weapons

*Size:* (M)  
*Cost:* 5CP  
*Use:* 3  
*Range:* 10"  
*Damage:* 1d6+1  
*Notes:* Two-Handed

> "The deadliest weapon in the world is a Marine and his rifle!"
> - John J. Pershing

Long-Range Weapons (or "Rifles") are higher-powered than regular Ranged Weapons, allowing minifigs to pack a solid punch while staying safely out of enemy units' melee range. Muskets, longbows, heavy crossbows, and a Magic Staff of Lightning Bolts are all Long-Range Weapons. Long-Range Weapons are generally about the length of a minifig, and always require two hands.

### Explosives

*Size:* -  
*Cost:* 1CP  
*Use:* 1*  
*Range:* 3"*  
*Damage:* 1d10 exp  
*Notes:* - if thrown

Hand-held Explosives come in a variety of forms for a variety of purposes - grenades for throwing, rockets for firing, and timed charges for dropping somewhere and getting the hell away. A minifig's Explosive can do any of the above. If he throws it, it's a grenade; if he fires it from a launcher (launchers are bought as Short-Ranged or Long-Ranged Weapons), it's a rocket. If he drops it on the ground and says "I'm setting the fuse to go off on the end of my next turn," then it's a timed charge; if he attaches it to an enemy vending machine and says "I'm setting the fuse to go off when I hit the button on this transmitter (bought as a Minifig Tool (3.4: Desperate Measures))," then it's a remote detonator.

Once they go off, though, all Explosives work exactly the same way. The Explosive does 1d10 Explosion damage to every object and surface within a two-inch radius. Loose objects within this radius, such as minifigs not wearing seatbelts, are tossed one inch directly away from the center of Explosion. Fixed objects, such as brick walls, are only tossed away if the Explosion breaks them into loose objects.

Each Explosive can only be used once, for obvious reasons. If you want three rockets for your bazooka, you need to purchase three Explosives.
3.3: Bodily Protection

“A surprising extent the war-lords in shining armor, the apostles of the martial virtues, tend not to die fighting when the time comes. History is full of ignominious getaways by the great and famous.”

- George Orwell

Lord Karetsu's armor awakens the demon curse haunting him since his crimes against Tikoskum.

Photo: Killer Karetsu
From "Karetsu - Background and Stuff"
Elements shown: LEGO

A trooper's job is to kill enemies, not to worry about coming home alive afterwards. A good leader knows that a budget surplus is always spent on more weapons and more men. A less-experienced general will sometimes show extremely poor priorities and buy protective gear for his existing troops instead.

It's even worse if the soldiers request this equipment themselves - it's a sign that they may be less than obsessively eager to throw away their lives meaninglessly for the entertainment of their Humans.

Cowards that request protective gear are likely to be among your least popular units, so go ahead and buy them some. The longer they stay alive, the more pissed off the rest of the troops will be, and that's a good state of mind for battle.

Shielded Targets
When damage strikes a minifig wearing Heavy Armor, or one who successfully parries with a Shield or Heavy Shield, he is considered to be Shielded against the blow. Shielding removes one die from each source of Damage, before the Damage is rolled. (For weapons with multiple die types, a Shielded target removes one of each type of die, except for d12s (MOC Combat: Fancy Dice).)

By wearing Heavy Armor and successfully Parrying with a Shield at the same time, the most cowardly minifigs of all can receive the Shielded benefit twice, removing two of each type of dice from a source of incoming Damage.

<table>
<thead>
<tr>
<th>Secondary Effects on Shielded Targets</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacks may have a number of secondary effects, which will be introduced in later chapters. Whether or not a Shielded target is protected from these effects depends on whether they're based on the number of Damage dice, or on the results of the dice once they're rolled. It can help to handle secondary effects in the following order:</td>
</tr>
<tr>
<td>🌤️ Before rolling for Damage, handle any effects based on the number of Damage dice. (KnockBack effects are the most common example.)</td>
</tr>
<tr>
<td>🌞 Next, remove the Damage dice that are canceled by Shielding, and roll Damage.</td>
</tr>
<tr>
<td>🌕 Finally, handle any secondary effects that are based on the numbers rolled on each die. (Examples include checks for Grinding Damage and objects catching on Fire.)</td>
</tr>
</tbody>
</table>

Shields

<table>
<thead>
<tr>
<th>Shield</th>
<th>Size: (S)</th>
<th>Cost: 1CP</th>
<th>Use: 2</th>
<th>Range: CC</th>
<th>Effect: Armored Parry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notes</td>
<td>Parry or Shove only</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Heavy Shield</th>
<th>Size: (M)</th>
<th>Cost: 3CP</th>
<th>Use: 3</th>
<th>Range: CC</th>
<th>Effect: Armored Parry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Notes</td>
<td>Parry or Shove only, can provide cover</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
A **Shield** is like a Hand Weapon devoted exclusively to Parrying (5.2: Close Combat), although they can sometimes also be handy for Shoving opponents into proper position for a follow-up attack.

A minifig can Parry a wider range of incoming attacks with a Shield than with other weapons. A Shield can Parry the same Close Combat Attacks and Counterattacks as any normal Close Combat Weapon, but it can also Parry Damage from Joust attacks and Crashes (H.3: Fighting From Horseback) as well as thrown weapons. A minifig who successfully Parries an attack with a Shield is Shielded against that attack.

Shields cannot be used to make Attacks or Counterattacks of their own, no matter how much you sharpen the edges.

Shields come in two sizes - regular Short-sized Shields, and Minifig-sized **Heavy Shields**. The Heavy Shield is slightly more difficult to use, with a Use of 3 rather than 2, but it has one big advantage: unlike a regular Shield, the Heavy Shield can be positioned as passive cover against all types of attacks, in addition to being used to Parry. It can provide cover either by itself, in conjunction with other cover elements on the field, or put together with the Heavy Shields of other units (5.1: Making Attacks). Like all cover, its effectiveness will depend on how well the Heavy Shield is positioned between the unit and the attacker, of course - if it's pointed in the wrong direction when the attack is made, it's too late to reposition it.

**Body Armor**

*Body Armor: Cost: 1CP Effect: Armor +2 Notes: -1" Move, can't swim*

*Heavy Armor: Cost: 2CP Effect: Shielded Notes: Half Speed*

"During the Middle Ages, probably one of the biggest mistakes was not putting on your armor because you were 'just going down to the corner.'"

- Jack Handey

For faint-hearted warriors who fear death but are still too lazy to lift a Shield in their own defense, **Body Armor** is a great way to prolong their worthless cowardly lives. As a bonus, Body Armor slows them down to the point that they can always "coincidentally" be the last to arrive at the front lines.

A minifig wearing Body Armor gets +2 to Armor against all incoming attacks (but not for internal Damage, like the effects of Poison or swallowing a grenade), but it reduces the minifig's Move by -1", and prevents swimming of any kind.

When a piece of Body Armor is combined with a visored helmet, it becomes **Heavy Armor**. A minifig wearing Heavy Armor is even better protected, but has an even harder time moving around. A minifig in Heavy Armor is Shielded against all incoming attacks, but he is forced to move at Half Speed (4.1: Movement).
If a minifig wearing Body Armor or Heavy Armor falls in water, he must either use an Action to remove the armor or hope that someone can fish him out in a hurry. Otherwise, he will die of drowning at the end of his next turn. (Assuming he needs to breathe, that is - non-organic minifigs like androids and skeletons can continue wandering around happily underwater.)

Because of their poor mobility on foot, it's best to mount armored minifigs on the back of a Horse (Chapter H: The Horse), or to post them in narrow gates and walkways where they can't be easily outmaneuvered and bypassed.

When a minifig wearing Body Armor is Disrupted (4.3: Enemy Response), he recovers as normal, although the -1" Move penalty from the Body Armor makes the -2" Move cost to recover from Disruption a little more painful. When a minifig wearing Heavy Armor is Disrupted, on the other hand, it takes an Extended Action for him to get up again without help (4.2: Action), using up all of his Movement and Action for the turn. This can make Armored minifigs especially vulnerable to attacks that knock them over if they're not supported by other troops to pick them up or protect them while they're down.

### Strategies for Fighting Shielded Minifigs

Minifigs in Heavy Armor can be intimidating to new players. Because their Shielding removes a die from incoming weapons' Damage, they can seem invulnerable against attacks from minifig weapons - most of which have only a single Damage die to begin with. Overcoming these defenses can take a little extra strategy.

- **Half Speed** makes armored minifigs easy to outmaneuver or outrun. Their strong defenses mean nothing if you never have to fight them to begin with. Climb over an obstacle, and they likely can't follow. Drop them in a hole, and they're trapped. Dunk them in water, and they have a single turn to remove their armor or drown.

- Many minifig weapons have Damage left over after dice are removed. The leftover +1s and +2s of Damage from Long-Ranged and Heavy Weapons aren't enough to kill an armored minifig by themselves, but they can add up quickly if used for Combined Damage. A Two-Handed Weapon does 2d6 all by itself, of course, leaving a second full d6 of Damage after the first is removed.

- Even for weapons with only a single die of Damage, there are many ways to stack extra dice into the Damage total. Overskill Dice from lucky Skill rolls (4.2: Action) and Instant and Almighty Benny dice (MOC Combat: More Spirits of the Game) can all boost the Damage from an attack.

- **Charge Attacks** are often the best technique against a Shielded opponent. The Momentum Dice can be used to add to the Damage of an attack, or to the KnockBack Inches from a Shove or Collision (5.4: Charge!) - especially useful, since armored minifigs can take a long time to recover from being Disrupted.

---

### 3.4: Desperate Measures
Unable to reach the enemy wizard in time to interrupt a deadly spell, Eric Joslin’s giant starts

Despite the hypnotizing power of minifig butts, mooning the enemy has not been shown to have any practical effect.

Wiki entry: Yellow

“It is important when you haven’t got any ammunition to have a butt on your rifle.”
- Winston Churchill

Nothing makes a warrior feel stupider than arriving at a battle and realizing he forgot to bring a weapon. He still has options, but mooning the enemy has been shown to have limited practical effect, and he’s better off trying to scavenge a real weapon as quickly as possible.

Bare Hands

Size: - Cost: - Use: 0* Range: CC Damage: Shove 2” or Grab Notes: * Automatic Hit

“Those who have not swords can still die upon them.”
- J.R.R. Tolkien

Minifigs lack the ability to clench their clawlike hands into fists, and the limited range of minifig leg motion means that the groins of their enemies will never be exposed to their nonexistent knees. As a result, unarmed combat between minifigs is an almost complete waste of time. The only really worthwhile use for Bare Hands is in grabbing someone else’s dropped weapon.

Bare Hands cannot be used to Attack. If a minifig has one or both
hands free, he can use it to Grab his opponent, hopefully for the sake of hitting him with a weapon in his other hand. If both hands are empty, then he can use both of them to Shove his opponent 2" away, in an attempt to get away from the real warriors who remembered to come armed. Although Bare Hands cannot be used to Parry Attacks, they can be used to Parry a Shove or Grab (5.2: Close Combat).

Minifig Tools

| Size: | Cost: 1CP | Use: 3 | Range: CC | Damage: 1d6-1 |

“In the long history of humankind (and animal kind, too) those who learned to collaborate and improvise most effectively have prevailed.”

- Charles Darwin

The "official" purpose of a Minifig Tool is to help minifigs do their jobs. Medix need their first aid kits, Mechanix need their wrenches, and Clerix need their holy symbols. Fortunately for everyone, all of these things can also be used to beat people to death.

Any tool designed to be gripped and carried in a minifig's hand can be used as if it were a makeshift Hand Weapon with less effective stats. This includes not only the obvious striking implements like hammers, torches, and frying pans, but also suitcases, coffee mugs, megaphones, and teapots. Larger, Minifig-Sized Tools have the same stats but require two hands; these include rifle butts, shovels, metal detectors, pushbrooms, and oars.

Decapitated heads and skulls also count as Minifig Tools when used in combat - not because this makes any sense, but because beating opponents to death with their own friends' faces is awesome.

Random Objects

| Size: | Cost: | Use: 4 | Range: CC | Damage: 1d6-2 |

“If a person offends you and you are in doubt as to whether it was intentional or not, do not resort to extreme measures. Simply watch your chance and hit him with a brick.”

- Mark Twain

Table legs, broken bottles, and even big rocks are all part of a cherished tradition of improvised weapons in the real world; in BrikWars, minifigs are just as likely to wield broken vehicle bits, a door, or an unsuspecting sheep. If a minifig can't find a real weapon, Random Objects are better than nothing, although that's only because having nothing sucks to such an impressive degree.

Any object that could conceivably be picked up and swung around by a minifig can be used as an improvised weapon. Some objects are obviously excluded: items like shortbows, flowers, and hats are too flimsy to do any damage, while objects larger than two minifigs in length are too big to pick up. The minifig must have an actual object he can hold in his hand; he can't for instance claim "there's a belt printed on my torso, I'm taking it off and whacking you with it."
Thrown Objects

Size: * Cost: * Use: * Range: 3" Damage: * Notes: * use Close Combat stats

"Though boys throw stones at frogs in sport, the frogs do not die in sport, but in earnest."
- Plutarch

If an object can be used one-handed in Close Combat (whether as a regular weapon, Minifig Tool, or Random Object), it can also be thrown. A Thrown Object has exactly the same Use and Damage rating as if it were being used in Close Combat, but with a Range of 3" it can be hurled at targets out of immediate reach.

By throwing a weapon rather than running in swinging, minifigs can avoid entering Close Combat and risking Counterattacks. A Thrown Object can be Parried by a Shield or Heavy Shield (5.2: Close Combat), but not by other weapons (except in special cases - thrown Baseballs can often be Parried by a BaseballBatsMan, for instance).

Once they're thrown, Thrown Objects have a known drawback in that surviving opponents can then pick them up and use them against you. Grenades are a popular workaround for this issue.
Chapter Four: The Player Turn

“\textquote{The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike him as hard as you can, and keep moving.}”

- Ulysses S. Grant

During a player’s turn, each of his units may engage in whatever Movement is allowed by its Move statistic, and may each take one Action (preferably an attack). In the meantime, enemy units with unused Actions to spend have the option to take them in Enemy Response to his behavior.

4.1: Movement

“\textquote{Even if you’re on the right track, you’ll get run over if you just sit there.}”

- Will Rogers

During Movement, a minifig’s Move rating of 5” allows him to move five inches in any direction - he can run across five inches of level ground, climb five inches’ worth of stairs or ladders, or leap over five inches of chasm.

His movement is limited in a couple of ways. He can’t pass through obstacles, or leap higher than 1” (three bricks) in a single jump. Difficult types of movement may be cost extra Move inches or reduce the minifig to Half Speed (see below). Movement that requires the use of both arms (swimming, crawling, or climbing ropes and ladders, for example) will prevent the minifig from using those arms to make Attacks or other manual Actions.

If a minifig moves within Close Combat striking distance of an opponent who still has an Action to spend, it’s assumed that the opponent automatically attacks him, unless the opposing player says otherwise. If the minifig decides to Counter the attack, they are both entered into Close Combat (5.2: Close Combat) and...
the minifig’s Movement is over for the turn. If not, and the minifig survives the attack, then the minifig may continue moving normally.

**Move Actions and Half Speed**

<table>
<thead>
<tr>
<th>Common Move Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example Action</strong></td>
</tr>
<tr>
<td>Talking, delivering pithy one-liners</td>
</tr>
<tr>
<td>Operating a simple latch, lever, button, or door</td>
</tr>
<tr>
<td>Picking up or dropping equipment items</td>
</tr>
<tr>
<td>Picking up a heavier item</td>
</tr>
<tr>
<td>Carrying or dragging a heavy item</td>
</tr>
<tr>
<td>Climbing stairs, ramps, or leaping across chasms</td>
</tr>
<tr>
<td>Climbing ropes, ladders, or rocky cliffs</td>
</tr>
</tbody>
</table>

**Move Actions**

Although a minifig is limited to one major Action for the turn, there are many lesser actions that are too minor to count against this limit. Actions that require no particular attention, aiming, or dice rolls are considered to be **Move Actions**, and are treated as part of regular Movement rather than using up the minifig’s Action for the turn. Depending on the amount of time and effort involved, Move Actions may use up some portion of the unit’s Move inches, or reduce its Movement to Half Speed.

Very simple acts, like picking up or dropping regular equipment objects, holding conversations, or sneezing, don’t slow a minifig down at all. More involved actions, such as picking up a heavy object (up to the size of a minifig or 2x4 brick), opening a door, or holstering a weapon, cost 1” of Move – taking that action took a small amount of time, and now the minifig has less time for moving.

**Half Speed**

Actions that actively burden a minifig, such as wearing Heavy Armor, carrying or dragging a heavy object (up to the size of a minifig or 2x4 brick), or engaging in difficult movement requiring the use of both arms (swimming, crawling, climbing ropes, etc.) will reduce a minifig’s Movement to **Half Speed**. For a minifig moving at Half Speed, all Movement costs twice the usual number of Move inches - that is to say, moving two physical inches across the battlefield costs four Move inches. Minifigs moving at Half Speed cannot jump or fly around (if they're a flying type of unit). Minifigs can still climb into vehicles or saddles as usual.

If a minifig is already reduced to Half Speed, a second Half Speed condition will bring him to a complete halt - a normal minifig can either swim at Half Speed or drag a dead compatriot around at Half Speed, for instance, but it can't do both. Regardless of Half Speed, a minifig may still spend Move inches to take
regular Move Actions if it makes sense to do so; he may be immobilized by a combination of Heavy Armor and a missing leg, but that doesn't prevent him from mashing a self-destruct button if it's within arm's reach.

**Sprinting**

“One ought never to turn one's back on a threatened danger and try to run away from it. If you do that, you will double the danger. But if you meet it promptly and without flinching, you will reduce the danger by half. Never run away from anything. Never!”

- Winston Churchill

When speed is critical, a minifig (or any mobile unit) can **Sprint**, giving itself extra inches of Move for the turn equal to its Skill Roll, as long as the minifig's entire Movement for the turn (including the Sprint) is in a straight line. The Sprinting unit's path may go up or down and over any obstacles that it could leap over without having to climb, but it may not turn to the right or left by even a tiny amount.

Sprinting minifigs may not perform any Move Actions that cost inches of Move. Minifigs moving at Half Speed, on the other hand, can still put in the effort to try to Sprint, but the extra Sprint inches are also Half Speed.

Sprinting costs the unit's Action for the turn, although it may be combined with a Charge attack as a special type of combined Action (5.4: Charge!).

The Skill roll for Sprinting can benefit from Bonus Dice like any other roll (1.2: Numbers) - the extra sixes keep adding more inches to the Sprint, potentially allowing truly ridiculous straight-line speed. By tradition, if a series of sixes in a Sprint roll suddenly ends with a roll of one, it's a special kind of Critical Failure - the unit is unable to stop itself, and must run the full distance allowed by the extra sixes, even if he runs into a wall or off the table.

### 4.2: Action

“Action speaks louder than words, but not nearly as often.”

- Mark Twain

Any act that requires a minifig’s attention, focus, or concentrated effort is an **Action**. Due to limits on time and minifig brainpower, a minifig may only take one such Action per turn. He may use his single Action before, after, or in the middle of his Movement, but he only gets one, so he should spend it wisely.

In ideal circumstances, a minifig will almost always use his Action to make an Attack (5.1: Making Attacks). But even the most belligerent minifigs will concede that less direct types of Actions are sometimes called for
in order to set up better Attacks later.

**Use Ratings**

Minifigs are clumsy and easily distracted, and Actions are rarely automatic successes. Each Action is given a **Use** rating describing its relative difficulty. Except for the most trivial types of Action, a minifig attempting an Action must make a **Skill Roll**, rolling the die in his Skill rating to see if his attempt succeeds. If his Skill Roll is equal to or higher than the Action's Use rating, then the Action is a success. If it is lower, the Action fails, and the minifig suffers whatever consequences logically result.

Weapons and other equipment items have standard Use ratings in their descriptions. Minifigs attacking with or utilizing these items will use those ratings (Chapter 3: Minifig Weapons). Otherwise, there are all kinds of unusual tasks that minifigs might attempt, from the trivial to the impossible, although these are much less common. Most will have a default Use rating of 3; players may agree on a higher or lower difficulty as seems appropriate.

<table>
<thead>
<tr>
<th>Use:</th>
<th>Difficulty</th>
<th>Attack Example</th>
<th>Other Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>trivial (no roll required)</td>
<td>kicking a corpse</td>
<td>putting pants on; stacking bricks</td>
</tr>
<tr>
<td>2</td>
<td>easy; almost always succeeds</td>
<td>slashing someone with a shortsword</td>
<td>jumping off a ledge to grab a rope; hacking a U.S. election machine</td>
</tr>
<tr>
<td>3</td>
<td>normal; might take more than one try</td>
<td>stabbing someone with a spear</td>
<td>kicking open a regular locked door; mixing complex drinks</td>
</tr>
<tr>
<td>4</td>
<td>tricky; even odds of success</td>
<td>hacking someone with a halberd</td>
<td>rock-climbing a brick wall; reassembling an unfamiliar rifle</td>
</tr>
<tr>
<td>5</td>
<td>difficult</td>
<td>bashing someone with a battering ram</td>
<td>disarming a bomb; winning at Vegas</td>
</tr>
<tr>
<td>6</td>
<td>very difficult</td>
<td>crushing someone with a catapult shot</td>
<td>walking a tightrope; performing minor surgery</td>
</tr>
<tr>
<td>8</td>
<td>heroic</td>
<td>ruining someone with a wrecking ball</td>
<td>Olympic-level gymnastics; catching a crossbow bolt in flight</td>
</tr>
<tr>
<td>10</td>
<td>legendary</td>
<td>destroying someone with deck artillery</td>
<td>hacking into a military satellite; dodging concentrated machine-gun fire</td>
</tr>
<tr>
<td>12</td>
<td>godlike</td>
<td>obliterating someone with an orbital laser</td>
<td>injuring a Human; performing a judo throw on a T-rex</td>
</tr>
</tbody>
</table>
Overskill

For exceptional Actions, the Use rating can be so high that minifigs have to pin their hopes on rolling one or more Critical Successes to have any chance of matching it (1.4: Rolling Dice). This is relatively rare. The Skill requirements for most Actions are met with the first "6" rolled, making Bonus Skill Dice irrelevant. The minifig may find some way to show off and accomplish his task with a little extra flair, but from a practical standpoint, there’s no advantage to succeeding by a large Skill margin rather than a small one.

Certain types of Actions incorporate more than one die roll. The success of an Attack, in particular, depends just as much on the size of the Damage Roll as on the Skill Roll to hit in the first place (5.1: Making Attacks). For an Action like this, rather than letting a Critical Success go to waste, players can trade an unnecessary Bonus Skill Die for an Overskill Die and add it to the secondary roll instead.

Unlike regular Bonus Dice, which always add +1d6, an Overskill Die is the same die type as the unit’s Skill. Regular minifigs with 1d6 Skill who earn an Overskill Die will add +1d6 to their Damage Roll (or other secondary roll). Heroes, with their 1d10 Skill, will add a more impressive Overskill of +1d10 (6.1: The Hero). When appropriate (which is to say, always), this +1d10 can be treated as an extra die of Explosion damage rather than regular Damage, with an area effect that fortuitously excludes the Hero himself (3.2: Ranged Weapons).

Regardless of Skill level, Bonus Dice rolled off of an Overskill Die still add +1d6 as normal.

---

**Example:** In the excitement surrounding the public execution in Dottingham Square, Thieven Hood has managed to sneak his way onto the town palisade overlooking the plaza. He’s too late! The hangman is already pulling the release lever, and one of Thieven’s Merry Minifigs is about to take the long drop. Although well aware of the involuntary pants-pooping that follows a successful hanging, Thieven is still determined to try to save his minion. He only has one chance: to shoot the rope before it snaps the victim’s neck.

This is an extraordinarily difficult shot. Thieven’s longbow has a Use of 3 and a Range of 10”, but the rope is very small, giving a -2 Skill Penalty for Target Size, and it’s a full fifteen inches away, giving an additional -5 to Skill and Damage for being five inches Out of Range (5.1: Making Attacks). With a Use of 3 and Skill Penalties totaling -7, he needs to roll a 10 on his Skill of 1d6 just to hit the rope; it’s a long shot by any interpretation.

Thieven makes his Attack Roll and rolls his Skill die. A six! But with so many Skill Penalties, even a Critical Success isn’t enough. He needs to roll well on the Bonus Die, and luckily he does: another six! It’s a miraculous shot; the total of 12 is enough to overcome the -7 Penalty and hit the rope, and it gives Thieven a second Bonus Skill Die he doesn’t even need.

With the Skill requirement already met, Thieven converts the second Bonus Die into an Overskill Die, adding +1d6 to the longbow’s regular Damage rating of 1d6+1. Taking into consideration the -5 Damage Penalty for a target Out of Range, this puts the total Damage Roll at 2d6-4.

Thieven rolls a 1 and a 3 on the dice, resulting in zero total Damage. The arrow strikes the rope with perfect precision, but bounces off without effect. The condemned Merry Minifig drops through the trapdoor, the noose snaps around his neck, and the inevitable pants-pooping follows moments later. Thieven Hood, along with the handful of other Merry Minifigs attending incognito, join the crowd of onlookers in merry laughter at the defecatory spectacle.
Extended Actions

“Victory belongs to the most persevering.”
- Napoleon Bonaparte

Some actions are so involved or time-consuming that they take up a minifig’s entire turn, even if they aren’t difficult enough to require a Skill Roll. These are called Extended Actions. Examples include piloting a vehicle, operating a computer, putting on a suit of plate mail, rowing a rowboat, or reading a wargaming rulebook. An Extended Action uses up a minifig’s entire Movement and Action; he may do nothing else during that turn.

The most common Extended Action for minifigs, often extending over a very large number of turns, is "Being Dead."

4.3: Enemy Response

“Opportunities multiply as they are seized.”
- Sun Tzu

If a unit doesn't use its Action on its own turn, it can save it to use in response to other units' actions - shooting at scouts as they pop out from behind cover, whacking soldiers that wander into range of his melee weapon, or punching the self-destruct button when all the invitees have boarded the cruise liner for its birthday party. Of course, its enemies are free to use their own saved Actions during its turn as well, so tread carefully!

To make a Response Action, a unit must have an unspent Action from its previous turn. These Responding units may move up to one inch (known as an Angry Inch (5.2: Close Combat)) if necessary in order to press, grab, or otherwise operate a critical object (to pull a lever or slam a door, for instance), or to position themselves in range of a target for a Close Combat or Ranged Attack.

Cone of Vision

A Responding minifig must be aware of the specific action or movement to which he's reacting, and in a timely enough fashion to make a proper Response. In almost all cases, this means he has to be able to see it. If he sees an enemy soldier raise a rifle and take aim, he may have time to dive for cover; if all he knows is that he heard a gunshot, it's way too late.

A minifig's Cone of Vision points in whichever direction his head is facing, and forty-five degrees to either side, making a complete cone of ninety degrees. If an object or event is within that field of view, the minifig can see it; if not, he can't. Whenever it's hard to tell whether or not an object falls within that cone, a quick What I Say Goes roll resolves the issue neatly.
Who Acts First

"Things may come to those who wait, but only the things left by those who hustle."
- Abraham Lincoln

Even if a minifig can see disaster about to strike, he won't always be fast enough to respond in time.

In some cases, a minifig will have plenty of time to make his Response Action. If an enemy's running across an open field with a knife while you're swinging a polearm, or if he's running across an open field with a polearm while you're aiming a pistol, or if he's running across an open field with a pistol while you're hiding in an underground bunker with a hand on the magma release lever, you are going to have plenty of time to act before he gets close enough to do anything about it. As a rule of thumb, if an target is already within range of a minifig's Response Action when it still has to move an inch or more before taking its own Action, the minifig will automatically be able to act first during that inch.

In cases where one minifig's Action isn't automatically faster than another's, the Skill Rolls for their Actions will determine who goes first. (For Actions that don't require a Skill Roll, roll against a Use of zero).

Whichever unit's Skill Roll beats its Action's Use rating by a larger amount (or, if both fail, the one who fails by the lesser amount) will act first. In the case of a tie, assume that both Actions occur simultaneously if possible; otherwise, the player whose turn it is acts first.

<table>
<thead>
<tr>
<th>Who Acts First Example: High Noon Shootout</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong> Two gunfighters meet outside the saloon for a duel at high noon. They eye each other warily, each prepared to draw and fire the moment their opponent so much as twitches.</td>
</tr>
</tbody>
</table>

On Hairtrigger Wayne's turn, he decides he's going to fire first, and declares his attack on Shoot-Em-in-the-Back Shaun. Shaun declares a similar attack on Wayne as a Response Action. Both players roll their Skill of 1d6 against their pistols' Use rating of 3. No doubt due to heavy drinking, Wayne rolls a 2 and Shaun rolls a 1; both miss their shots.

Wayne's failure by -1 (Skill Roll:2 minus Use:3) is less bad than Shaun's failure by -2 (Skill Roll:1 minus Use:3); his missed shot occurs first. Shaun's shot occurs second, and since it was a Critical Failure, the gun goes off before he even gets it out of the holster. Shaun collapses in agony after shooting himself in the foot, and a great cheer goes up as the crowd of spectators mistakenly assumes that Wayne's shot hit its mark.

Bailing
While the recommended Response to almost any enemy behavior is to attack with everything you've got, there are times when a unit's best bet is to make a desperate leap for safety. He may be dodging an oncoming truck, jumping out of a helicopter that's about to be hit by missiles, or diving behind cover when a machine gun turret opens fire on him.

Units are not able to Sprint as a Response Action. Instead, assuming their movement type would logically allow it, they have the option to Bail. A Bailing unit makes a Skill roll and can dive to any spot within that many inches of its current position, ending up lying on the ground in a prone position. After Bailing, a unit is Disrupted, meaning he may not attempt any further action until his next turn, not even to Counter a Close Combat attack. On its following turn, the unit may spend 2" of Move to recover and stand up again, and may once again behave as normal.

**Overskill:** A unit who rolls a Critical Success on the Skill roll for Bailing distance may choose to land on its feet and avoid being Disrupted, rather than adding a Bonus d6 for extra inches.

Bailing has a zero Use rating, so a Bailing unit will get to act first more often than not. However, because he has to roll 1d6 to see how far he's allowed to jump, a low roll can sometimes mean that he doesn't Bail far as he needs to, and a Critical Failure means he just falls on his face right where he's standing. If a Bailing unit doesn't jump far enough to escape the path of an oncoming train, he still gets hit by the train; if he's Bailing to avoid a rifle volley and doesn't quite reach cover, the riflemen just fire at him in his new position instead of his old one.

### Reconstruct and Retconstruktion Numbers

Because ABS, whether used as a construction material or as fuel, has the side effect of warping time and space, and because SpaceMen's inborn compulsion to kick ass must inevitably destroy every universe and rip all histories into a nonlinear tangled mess, time in the BrikWars universe is inconsistent and poorly-defined. One might leave in the morning on a brisk walk, and find oneself arriving home 300 years in the past. Two sides of the same street might be on separate planets one day, and interdimensionally superimposed on one another the next. How does one organize a timeline when such extreme distortions are possible?

BrikWars historians order their chronologies by numbered Reconstructs, numbering each reality according to the number of previously destroyed universes by which it was influenced and from which it inherits recycled elements. The timeline in which SpaceMen first arose has been assigned the number 1,978, after Brik science determined that the destruction of the SpaceMen's universe retroactively created 1,977 previous generations of reality leading up to their own. None of these previous Retconstructs (or "Retcons") contain minifigs, but as they get closer to R-1,978, devolved forms of pre-minifig life begin to appear. These proto-life forms occasionally reappear in later Reconstructs, and may paradoxically be the source of the protofig bioengineers responsible for creating the SpaceMen in the first place, who would then go on to bring about the existence of the preceding universes in which the protofigs evolved.

Brik theologians theorize that, because the Universal Ass-Kicking created 1,977 previous generations of reality, it must have created exactly 1,977 generations to follow, and the universe will finally run out of ABS in R-3,955.
Naturally, the great powers of history don't simply disappear at the end of their Rekonstruktion. As pieces of their previous realities shatter forward into new ones, remnants and echoes of their minifig civilizations linger on in the garage sales and discount shelves of history. Some are forgotten and fade away, allowing themselves to be absorbed into new, more popular factions, while a few, such as the Royals, regroup and persist for several Rekonstruktions in a seemingly endless series of evolved forms.

Some Humans have noted curious synchronicities between Rekonstruktion numbers and Earth years, based on the construction brik sets appearing on retail shelves. The all-destroying invasion of Poop Dragons from the Negaverse in Rekonstruktion 2,003, for example, happens to correspond exactly with Mega Bloks' Dragons line knocking Lego out of its rightful #1 Construction Toy spot in the year 2003, complete with its "Piece-with-Only-One-Purpose" premolded dragons. These are complete coincidences, of course, and no attention should be paid to crackpots and their conspiracy theories.

(BrikWiki entry: Rekonstruktion)
Chapter Five: Combat

5.1 Making Attacks

“In case of doubt, attack.”
- George S. Patton

Engaging in combat is a minifig's highest goal and greatest source of joy, for he knows that violence is what pleases the Humans best. If prevented from making attacks, minifigs become despondent and irrational. The mental imbalance may become so severe that the minifig is stricken with psychotic pacifism. Such unfortunate miscreants may find limited use as slave labor, but they're best put out of their heartbreaking misery by employing them as target dummies for the other troopers' amusement.

5.1: Making Attacks

Regardless of the type of violence employed, every attack follows the same three steps. First, the player checks the weapon's Range to see if it can reach the target. Second, he makes an Attack Roll to see if the attack has the accuracy to hit the target. Third, he makes a Damage Roll to see if the attack does enough Damage to defeat the target's Armor. Each of these steps can be affected by a variety of Combat Modifiers, and there are many opportunities to maneuver units for best advantage.
Checking Range

In order to be able to attack a target, a minifig must be able to strike it with a weapon. This requires a couple of common-sense checks.

- **Can he see the target?**
  The minifig must have a clear line of sight between his eyes and some visible part of the target.

- **Can he reach the target?**
  The target must be within the weapon's striking distance.

  - If the minifig is using a Close Combat weapon (a weapon with a Range rating of 'cc'), he must be able to touch the target with the weapon's striking surface. (Some weapons may have additional restrictions, according to common sense - a jousting knight can't stick his lance out sideways to damage a target way off his right shoulder, for instance.)

  - If the minifig is using a Ranged weapon, the target must be within the number of inches listed as the weapon's Range, and there must be a clear line of sight between the weapon barrel and the target.

Skill and Damage Rolls

If an attack can be made, two rolls determine its success, resulting in either a glorious kill or an ignominious lack of effect.

- **Does the attack hit the target?**
  If the target is in range, the minifig must be skillful enough to hit it. Roll the minifig's Skill rating (1d6 for regular minifigs) versus the Use rating of the weapon - this is called the **Attack Roll**. If the result of the Skill roll is as much or greater than the Use rating, the attack strikes the target! If not, it misses badly, resulting in humiliation for the attacker. He may say "I meant to do that," but everyone knows he's lying.

- **Does it do enough damage to kill?**
  If the attack hits, it has to do enough damage to destroy the target. Roll the weapon's Damage rating. If this **Damage Roll** is greater than the target's Armor, the target is destroyed. Congratulations! If the roll is equal to or less than the target's Armor, the attack has glanced away harmlessly, evoking laughter from all who witness the humorous display.

Attack Modifiers

Destroying a target is rarely a foregone conclusion, and the ambitious general will want to give his troops every possible advantage. And while the best defense is an overpowering offense, he will maneuver just as hard to prevent advantages for his enemies as he does to create advantages for his own forces.

There are a number of conditions, called **Attack Modifiers** (or "Mods") that players can manipulate to
When checking for cover modifiers, or if you’re a ninja practicing swordplay, remember that a minifig is divided into three main parts.

After failing in his attempt to blow up some VOL troops standing inadvisably close to explosive gas cannisters, the Immortal M.Q.S. takes cover at the end of this corridor.

Elements shown: LEGO
Photo: Warhead
from “(link)”

<table>
<thead>
<tr>
<th>Target Size</th>
<th>Skill Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large target area</td>
<td>+1 per 2”</td>
</tr>
<tr>
<td>Full minifig or 2x4 area</td>
<td>(no modifier)</td>
</tr>
<tr>
<td>2/3 minifig or 2x2 area</td>
<td>-1</td>
</tr>
<tr>
<td>1/3 minifig or 1x1 area</td>
<td>-2</td>
</tr>
</tbody>
</table>

A weapon’s standard Use Rating applies when it’s used to attack a minifig or similarly-sized target. A simple targeting advantage can be gained from aiming at something larger.

For targets that are very large, like the ground, the broad sides of barns, and Unix programmers, measure the broadest part of the target from the viewpoint of the attacking unit. For every 2” in the size of the target area, the unit receives +1 to his Attack Roll, up to a +5 bonus.

When special precision is required, the attacker might also try to hit targets that are much smaller than usual. For a target area equivalent to 2x4 studs, he fires as normal. If the area is closer to 2x2 studs, he receives a -1 penalty to Skill. If the target is the size of a single 1x1 stud, he fires at a -2 penalty. By convention, most equipment items are considered to be at the 1x1 size.

Even if an object is relatively large, if parts of it are behind protective cover, the remaining area that an attacker can actually fire at might be very small. Units receive Size modifiers based only the area they're able to target. In the case of minifig targets, this process is streamlined. Rather than trying to estimate how many studs' worth of any given minifig is visible, minifigs are divided into three main sections - the head (including helmet, hat, or hair), the torso (including arms, backpacks, and armor, but not carried equipment), and the legs. If the attacker can see any part of one of these sections, however small, then the section is considered visible. If only one minifig section is visible, the minifig is targeted at -2. If the attacker can only see two sections, the minifig is 2/3 visible and targeted at -1. If he can see all three sections, the minifig is completely visible and targeted as normal.

Short minifigs, such as dwarves, goblins, children, and midgets, are given an honorary -1 to hit penalty even though they're really not that much shorter than a full-height minifig. To compensate, Short minifigs have -1” to Move, and the first section of Cover on a Short minifig is ignored. With two sections of Cover, the Short minifig is at -2 to hit, as usual.

Motion
Moving targets can be harder to hit, but also hard to resist.

<table>
<thead>
<tr>
<th>Motion</th>
<th>Skill Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is stationary</td>
<td>+1</td>
</tr>
<tr>
<td>Attacker is stationary, Aiming</td>
<td>+1</td>
</tr>
<tr>
<td>Attacker and target moving directly at each other, regardless of speed</td>
<td>(no modifier)</td>
</tr>
<tr>
<td>Slow movement, speed 5” or less</td>
<td>(no modifier)</td>
</tr>
<tr>
<td>Fast movement, speed 6” or more, not directly at each other</td>
<td>-1 per 6”</td>
</tr>
</tbody>
</table>

Most attacks will be made by units moving at minifig speed against targets that also move at minifig speed. If a target is **Stationary**, or if an attacker holds still to Aim more carefully, the attack will be more likely to hit, receiving +1 bonuses to Skill in either case.

Contrariwise, it's more difficult to hit a target that's moving very quickly, or if the attacker is moving very quickly itself; the attacker takes a -1 penalty for every 6" in the speed of whichever unit is moving the fastest. The exception is when the attacker and target are moving directly at one another, in which case this penalty is ignored.

Regardless of its maximum Move rating, a unit's speed is determined only by the distance it moves during its current or most recent turn. A speedy SuperHero might have the ability to run 20" per turn, but if he stops briefly at the coffeeshop to order the crucial quadruple mocha that powers his abilities, his opponents are free to take the +1 bonus for firing at a stationary target. Similarly, a very slow unit might be targeted at -3 if he happens to be sitting in a RocketSleigh zipping along at 19".

To receive the +1 bonus for Aiming, the attacker must be stationary for his full turn. An attacker riding in a moving vehicle can’t be considered stationary unless his target is in or on the same vehicle.

Minifigs engaged in hand-to-hand fighting are bobbing and weaving around, prone to sudden movements and jumping around without warning. Even if players don’t actually move the minifigs, units actively engaged in Close Combat are never considered to be Stationary.

### Combined Attacks

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ranged Attacks</td>
<td>Combined Damage</td>
</tr>
<tr>
<td>Close Combat Attacks (max of 3 on a minifig)</td>
<td>Combined Damage and effects; -1 Skill to any Outnumbered group in CC</td>
</tr>
<tr>
<td>Charge Attacks</td>
<td>Combined Damage and KnockBack</td>
</tr>
</tbody>
</table>

If an attacker lacks the power to take down a target by himself, he can coordinate attacks with his friends and allies to deliver a united strike. The main effect of this **Combined Attack** is that the Damage from all participants is added together and applied in a single massive sum, which is
handy for punching through otherwise-impregnable armor or for maximizing the humiliation of weaker targets.

All participating units must make their Attack Rolls together; a player may not attack with a few units and then add a few more if the initial effort proves inadequate. A second group could make a second Combined Attack on the target, but could not add their totals to the failed effort of the first group.

If units want to join together in a Combined Attack with the units of another player, they may Delay individually to make their attacks on that player's turn instead of their own (1.1: Overview of Play). They return to acting on their own player's turn again afterwards.

Only units making successful Attack Rolls may participate in the Combined Damage. If by some fluke of luck one of their missed shots still manages to hit the target (5.3: Ranged Combat: Missed Shots), its Damage is counted separately.

Combined Ranged Attacks (5.3: Ranged Combat) are called Combined Fire and have the simple effect of combining Damage. Any unit capable of making a ranged attack on the target may join in; he does not need to communicate with the other attackers beforehand or to be able to fire at the same part of the target, unless the attack is against a specific Component of a Creation (7.5: Taking Damage: Component Damage).

Combined Close Combat attacks (5.2: Close Combat) are called Ganging Up. Besides causing combined Damage, Ganging Up on a victim makes it more difficult for him to Counter effectively. Not only will the target's Counters be quickly used up against multiple attackers, he is also Outnumbered and receives a -1 penalty to Skill if he has fewer fighters on his side of Close Combat than his opponents do.

The Skill Penalty for being Outnumbered applies even if his attackers are on different teams; he's still in Close Combat with them even if it's not their turn. If there are several mutually opposing forces in the same Close Combat, they may find themselves in a situation where each of them is Outnumbered, since every one of them is in the minority individually.

As a rule, no more than three attackers can Gang Up on a minifig-sized target or smaller at any one time, or they'll end up jostling and lopping each others' arms off by mistake. Larger targets are subject to no such hard limitations, although other limits may be dictated according to common sense.

On the victim's turn, he remains in Close Combat with all of his multiple attackers. If he attacks one of them, only that single opponent may Counter. If he tries to Withdraw, all of them may Counterattack at once - quite a dilemma!

In a combined Charge Attack (5.4: Charge!), the attackers combine their Damage and, if they're all striking from the same direction, they can combine their Knockback roll as well. The target must be big enough
for all the attackers to Charge into at the same time; otherwise, they're prone to disrupt the Charge by all crashing into each other.

It's perfectly allowed to combine attacks of different types, but keep in mind that Close Combat fighters are likely to be directly in the line of fire of any of the Ranged attackers' Missed Shots (5.3: Ranged Combat) or the Charging attackers' Charges, if any of them blow their Attack Rolls.

### Other Modifiers

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height advantage</td>
<td>+1&quot; Range per +1&quot; altitude</td>
</tr>
<tr>
<td></td>
<td><em>(maximum +5&quot;)</em></td>
</tr>
<tr>
<td>Out of Range</td>
<td>-1 to Skill, -1 to Damage</td>
</tr>
<tr>
<td></td>
<td>per extra 1&quot;</td>
</tr>
<tr>
<td>Firing blind</td>
<td>-5 to Skill</td>
</tr>
</tbody>
</table>

The remaining Attack Modifiers don't fit into any standard category, but will still come up in battle from time to time.

Ranged attackers with a **Height Advantage** gain a little extra edge, in the form of one inch of extra weapon Range (up to +5") for every vertical inch of altitude between them and the targets below. (Low attackers shooting at elevated targets are not subject to any corresponding disadvantage.) Altitude is determined by the surface on which a unit is standing or on which a weapon is mounted; attackers can't give themselves extra Range by holding their weapons over their heads.

Attackers frustrated by targets that are slightly **Out of Range** can go ahead and fire their weapons anyway, but their attacks' accuracy and effectiveness drop off quickly with distance. For every inch past a Ranged Attack's listed Range, the attackers receive a cumulative -1 penalty to both Skill and Damage for the attack. The Damage penalty is ignored for Explosive weapons, which do the same Explosive Damage regardless (3.2: Ranged Weapons), making this a handy option for thrown grenades.

Units firing at a target they can't see are **Firing Blind**, and receive a -5 Skill penalty in addition to any other Attack Modifiers at play. The target may be hidden or invisible, or the attacker may have been blinded or blindfolded, or he may be extra cocky and firing backwards over his shoulder with his eyes closed. While he is unable to see the target, the attacker must still somehow have a very close idea of where the target is (within one inch) to attempt the attack - the target may have chosen a very small and obvious hiding place (like inside a barrel) or he may have made enough noise to give away his location (his cell phone went off).

### 5.2: Close Combat

A unit with a melee weapon can use it to try to whack any object within reach, as described above. Some targets (trees, buildings, helicopters) are not notably responsive to such aggression; they take whatever damage is applied and, assuming they survive, stoically continue on with whatever they were doing.

More reactive targets (minifigs, animals, robots) are less likely to take
that kind of thing lying down. Whenever one melee unit attacks another with hand-to-hand weapons, the two of them leave the regular cycle of Movement and Action and enter into the more refined state known as **Close Combat**. Close Combat is usually initiated by one minifig running up to whack another with whatever he's holding in his hands. It can also occur when a unit carelessly wanders within range of an enemy's melee weapon, and the enemy makes a preemptive attack. A minifig who is engaged in Close Combat cannot make Response Actions to events outside of Close Combat.

Close Combat is often one-on-one, but can also involve larger groups Ganging Up on a lone victim or attacking one another in grand melees. Any group of minifigs who are outnumbered by their opponents in Close Combat receive a -1 Skill Penalty. Remember that no matter how large the groups are, no individual minifig can be the target of more than three Close Combat attacks in a single turn.

### The Angry Inch

"Victory is won not in miles but in inches. Win a little now, hold your ground, and later, win a little more."

- Louis L'Amour

Minifigs in Close Combat don't take Movement in the normal fashion. Instead, prior to each Close Combat Maneuver (described below), they may lunge up to one inch to better position themselves. This fancy footwork is known as the **Angry Inch**, and it is not counted against the minifig's regular Move statistic.

Minifigs can take advantage of this free inch as many times as they make Close Combat Maneuvers (except for Withdrawing), even outside of Close Combat or against inanimate objects. A minifig cannot deliberately use an Angry Inch to move to a location from which he would be unable to complete his Close Combat Maneuver.

### Close Combat Maneuvers

While in Close Combat, the two minifigs are locked into an intense struggle, attacking and countering every turn with as many weapons as they have available, until one of them is defeated or makes a shameful retreat.

### Order of Attack

With all the Attacks and Counterattacks flying around, it can be tricky to keep track of when everything happens in Close Combat. Just remember to take attacks one at a time, don’t use any hand or weapon more than once in the turn, and whenever one side or the other dies, stop.

1. Declare Active and Reactive Maneuvers
   The Active player declares his first maneuver (an Attack, Grab, Shove,
On a minifig's own turn, he is the **Active** combatant who drives the course of Close Combat. His opponents are **Reactive** and can only act in response to an Active minifig's actions.

An Active minifig in Close Combat can choose to engage his opponents with **Attacks**, **Grabs**, and **Shoves**, depending on the Close Combat weapons he has ready in hand. He can use each of his held weapons or empty hands once a turn. (He doesn't have to use all of his weapons or hands if he doesn't want to.) Any combination of one or more of these aggressive maneuvers will spend the minifig's Action for the turn, and his target will have an opportunity to **Counter** each of them.

If the Active minifig doesn't wish to engage his opponents, he can choose to **Ignore** them in order to focus on something else, or to make a cowardly attempt to **Withdraw** from Close Combat. Either option will give all of his Reactive opponents an opportunity to Counterattack at once, but it saves him from spending an Action and he'll be free to spend it on something else if he survives.

### Attacking
If the Active minifig chooses to attack, he may move an Angry Inch to position himself, and then attack with any Close Combat weapon he has ready in hand (Ranged attacks can never be made in Close Combat). If his opponent survives and has a CC weapon of his own, the opponent may then Counter (described below). If the attacking unit has a second CC weapon, he may move a second Inch and make a second attack; if the opponent survives and also has a second CC weapon, he can then make a second Counter. This process might be repeated further if the attacker is some fantastic creature with extra limbs, but regular minifigs are limited to two weapons.

**Minifigs without a CC weapon will be at a serious disadvantage in Close Combat. Fortunately, many types of Random Objects can be used as CC weapons in a pinch (3.4: Desperate Measures).**

All Close Combat Damage is cumulative for the turn. If a unit is hit by multiple Close Combat Attacks or Counterattacks in the same turn, the Damage is added together automatically.

### Grabbing
An Active minifig with a free hand (or other gripping appendage) can use it to **Grab** an opponent within reach. A Grab succeeds as an Automatic Hit unless the target manages to Parry (see the Countering section, below) or Bail in time to avoid it (4.3: Enemy Response).

A Grab does no damage, but once one minifig Grabs another, any...
Close Combat Attacks between the two of them (including Counterattacks and Ripostes) are Automatic Hits. Naturally, once Grabbed, the Reactive minifig can immediately Counterattack with an Automatic Hit, making a Grab risky against an armed opponent.

While in a Grab, the Grabbing minifig must keep at least one hand on the Grabbed minifig. Neither minifig can move, Bail, Withdraw, or use Angry Inches to reposition themselves until the Grab is released. The Grabbing minifig may release the Grab at any time, including right after making his own Attack but right before the Grabbed minifig's Counterattack. A Grabbed minifig can try to break the Grab, either with a successful Shove or by killing the Grabbing minifig.

### Shoving
If the Active minifig has no CC weapon to Attack with, if he has a Two-Handed Weapon and his target is too close to strike with it, if his adversary is standing in front of a bottomless pit, or if he just feels pushy, he may try to Shove his opponent. He must position himself within arm's reach of his target to make a Shove attempt, and his opponent must be his own size or smaller.

A minifig with a Shield can use it to Shove other minifigs one-handed. Otherwise, any Shove requires the use of two hands, whether they're holding objects or not. If a Shove isn't Parried or dodged by Bailing, it's an Automatic Hit and the opponent is pushed two inches directly away from the minifig.

### Withdrawing
Rather than attacking, a cowardly minifig wishing to escape Close Combat can attempt to Withdraw on his own turn, moving away as part of his regular Movement. He may not use an Angry Inch for this maneuver. If he is Grabbing any of his opponents, he must release them before moving away. If he is already Grabbed by any of his opponents, he is not allowed to Withdraw until the Grab is broken somehow.

Each of his opponents with an unused weapon available may make a Counterattack at any point along the Withdrawing minifig's path, which the Withdrawing minifig may not attempt to Counter in any way (although he may attempt to Bail as a last resort). If an opponent can't put himself in range to strike the Withdrawing minifig, the free Counterattack is lost.

If the Withdrawing minifig manages to survive, he has successfully Withdrawn from Close Combat and may carry out the remainder of his turn as usual. Unlike Attacking, Grabbing, and Shoving, Withdrawing doesn't use up his Action for the turn.

### Ignoring
An Active minifig who would like to remain in Close Combat, but who needs to focus on something else briefly, has the option to Ignore his opponents and do something else. He does not need to release his Grabs or escape from the Grabs of his enemies to do so, although Grabs will prevent him from spending an Angry Inch to reposition himself.
Each of his opponents in Close Combat with an unused weapon available may make a Counterattack. If the minifig survives the Counterattacks, he may then take an Action on a target outside of the Close Combat. (For instance, he can make a Ranged Attack on a nearby enemy, but not on one with whom he's already engaged in Close Combat.)

Countering

“When the opponent expands, I contract; when he contracts, I expand; and when there is an opportunity, I do not hit — it hits all by itself.”

- Bruce Lee

Depending on which Close Combat maneuver the Active minifig chooses, the Reactive minifigs have several options to Counter it. On each player's turn, a minifig may Counter once for each held CC weapon or empty hand.

Depending on the weapons in hand, a minifig targeted by a Close Combat Attack (including Counterattacks and Ripostes), a Grab, or a Shove can deflect their effects with a successful Parry, and any Active maneuver can be answered with an armed Counterattack. With the right equipment, the two Counters can even be combined in a Parry and Riposte. Alternately, a Reactive minifig may elect to Do Nothing if he is lazy or wants to save his Counters for another foe.

Reactive minifigs are always assumed to be Counterattacking if they have a CC weapon, Parrying if they have a Shield, or making a Parry and Riposte if they have two weapons and the attacker has one, unless the player states otherwise. To be fair, if a defending minifig intends to Parry or to Parry and Riposte, the player should say so before the attacking minifig makes his Skill roll. If the attacker is too quick with the dice, however, cut the defender some slack - a Parry declared before the Damage roll is usually just fine.

Counterattacking

After a failed Attack, while attempting to Withdraw from or Ignore Close Combat, or even while walking within range unsuspectingly, an Active minifig may be momentarily vulnerable. Reactive combatants can try to take advantage of this, using an Angry Inch and pressing with an immediate Counterattack.

If the Counterattacking minifig is using a CC weapon, then the Counterattack is handled exactly the same way as a regular Close Combat Attack against the Active minifig.

If the Counterattacking minifig is using his bare hands, then he just ends up looking dumb and accomplishing nothing.

An Active minifig with an unused CC weapon or Shield may try to Parry any incoming Counterattack.

Parrying

A minifig that cannot make an effective Counterattack, or that experiences a cowardly fear of getting killed, can attempt to frustrate an opponent’s Close Combat Attacks, Grabs, and Shoves by Parrying the maneuvers.
The difficulty of Parrying a Close Combat maneuver is set by the Attack Roll of the maneuver. If the opponent didn't make an Attack Roll (for instance, for a Shove or Grab or other type of Automatic Hit), it does so now, rolling its Skill against the Use rating of whichever CC weapon or Bare Hands he is using to perform the maneuver, and applying the appropriate Attack Mods.

If the opponent fails this Attack Roll, then the Parry automatically succeeds. Otherwise, the Parrying minifig must make a Skill Roll equal to or higher than the number of the Attack Roll, and also equal to or higher than the Use rating of the CC weapon or Bare Hand he's using to Parry.

A minifig who is Parrying a Close Combat Attack (including Counterattacks and Ripostes) must use a CC weapon or Shield. If the minifig successfully Parries with a weapon, he rolls the Damage of the weapon and subtracts this from the Damage dealt by the Attack. If he successfully Parries with a Shield, then he is Shielded against the attack, reducing the number of each type of Damage dice by one. If he Parries with Bare Hands, he takes full Damage as normal and questions his tactical decision-making.

A minifig Parrying a Grab may use any weapon or object, or he may use a Bare Hand if he's holding nothing in it. A minifig resists a Shove with his own body (with a Use rating of zero) rather than with objects in hand, so Parrying a Shove does not use up any of his weapons' Attacks or Counters. A successful Parry cancels the effect of the Grab or Shove.

When the consequences of a Grab would be truly dire, the Parrying minifig may drop an object before making the Skill Roll in order to Parry with a Bare Hand instead and improve his chances of successful evasion.

If a Parry fails, then the opponent's maneuver is not deflected. Worse, if the minifig was trying to Parry a Two-Handed Weapon with a Hand Weapon, Minifig Tool, or Random Object, or if his Skill Roll was a Critical Failure, then the Parrying weapon or object is knocked out of his hands, directly away from the attacker, for a number of inches equal to the opponent's Attack Roll.

Parry and Riposte
A minifig can combine a Parry and a Counterattack into a single Counter, if he has the equipment in hand to do so (and assuming he survives the Parry attempt). The minifig may use only one Angry Inch for this move. Because of the difficulty of making two maneuvers simultaneously, all of the Countering minifig's Skill and Damage rolls (including the amount of Damage Parried, if any) are made with a -1 penalty.

**Close Combat Example: Yoko vs. Dan**

**Example:** Tired of the constant abuse, Yoko grabs her katana and attacks her boyfriend Dan in the kitchen. Both have Skill:1d6 and Armor:4. Yoko's sword is long enough to count as a Heavy Weapon (Use:3 Dmg:1d6+2). Dan's chef's knife is a Hand Weapon (Use:2 Dmg:1d6), and his frying pan is a Minifig Tool (Use:3 Dmg:1d6-1).

**Yoko's turn:** Yoko attacks with the sword, initiating Close Combat. Her sword is much longer than Dan's knife, but Dan's Angry Inch will be enough to put him in range for a return strike. Dan declares a Parry and Riposte. Yoko rolls her Skill against the sword's Use of 3; she hits with a roll of 4. She rolls a 3 on the Damage die, for 5 Damage total.

**Dan's turn:** Dan parries and ripostes, reducing Yoko's Damage to 1.
Dan's turn: Dan attacks, Yoko counterattacks

Guns aren't always held in the hands, as these (Dmg:1d6+2) - enough to kill Dan outright, if his Parry fails.

Dan desperately parries with the frying pan. His Skill and Damage rolls are at -1 because he is attempting to Parry and Counterattack at the same time. The Use rating of his frying pan is only 3, but he also needs to beat Yoko's Attack Roll of 4 for the Parry to succeed. He rolls a 4 for Skill (die roll of 5 minus 1), precisely matching Yoko's roll; his Parry connects. With the frying pan's Damage of 1d6-1, minus an additional 1 for the Parry and Riposte, his next die roll of 3 is reduced to a single point of Parrying Damage. The Parrying point reduces the damage from Yoko's sword from 5 to 4 - Dan manages to survive, but just barely.

Dan completes his Riposte by leaping forward an Angry Inch and attacking with the knife. He rolls a 2 for Skill, which would normally be enough for a successful knife attack, but the -1 Skill penalty from the Parry and Riposte causes the attack to miss.

<table>
<thead>
<tr>
<th>Turn Summary (Yoko's Turn):</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yoko initiates Close Combat and declares one Attack. Dan declares Parry and Riposte.</td>
</tr>
<tr>
<td>Yoko's Attack Roll 4 versus Sword Use 3: Hit; Damage (3+2)=5.</td>
</tr>
<tr>
<td>Dan's Parry Roll (5-1)=4 versus Yoko's Attack Roll 4: Success; Damage parried (3-1-1)=1, final Damage from Sword 4. Dan survives.</td>
</tr>
<tr>
<td>Dan's Counterattack Roll (2-1)=1 versus Knife Use 2: Miss.</td>
</tr>
</tbody>
</table>

Dan's turn:

With Close Combat already engaged, Dan attacks with both weapons. He attacks first with the knife, since it's more likely to score an immediate kill. Yoko declares that she'll respond with a Counterattack (if she survives, and with profuse bleeding otherwise). Dan rolls another 2 for Skill, but without the earlier penalty, this time it's good enough for a hit. He rolls a 3 for Damage. Yoko survives, but by a narrow margin - Dan only needs to do two more points of damage with his follow-up frying pan attack for the cumulative total to be enough to kill her.

Yoko Counterattacks with the sword. She rolls a 6 for Skill - a critical hit! She elects to use the Bonus Die for Overskill Damage, since the roll has already succeeded. For Damage she rolls a 6 (die roll of 1 plus Overskill die roll of 3 plus 2 on Dmg:1d6+2). Dan is killed; he has no chance to make his second attack with the frying pan. Dan's player casts the minifig's head away from the body and sprinkles the area with red bricks for blood. Players will then have to decide on an appropriate Use rating for Yoko's subsequent attempts to get her friends to help hide the body.

<table>
<thead>
<tr>
<th>Turn Summary (Dan's Turn):</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dan declares two Attacks. Yoko declares one Counterattack.</td>
</tr>
<tr>
<td>Dan's first Attack Roll 2 versus Knife Use 2: Hit; Damage=3.</td>
</tr>
<tr>
<td>Yoko's Counterattack Roll 6 versus Sword Use 3: Hit; Damage (1+3+2)=6. Dan is killed.</td>
</tr>
<tr>
<td>Dan's second Attack Roll: none, due to being overly dead. Yoko is the victor.</td>
</tr>
</tbody>
</table>

5.3: Ranged Combat

Rather than get caught up in the chaos of hand-to-hand combat, minifigs may try using Ranged or Thrown Weapons to strike cleanly from a distance. While less exciting than Close Combat, Ranged Attacks have the advantage of not giving enemies any opportunities to Counter. Minifigs may make only one Ranged Attack per turn, and they may not make any Ranged Attacks on the same turn in which they are actively engaged in Close Combat, either before or afterwards. (Minifigs who Withdraw from or Ignore Close Combat, on the other hand, are able to make Ranged Attacks if they survive.)

Ranged Attacks are straightforward affairs. As long as the
minifig's eyes and weapon have an unobstructed line of sight to some visible part of the target, and as long as the target is close enough to be within the weapon's listed Range, the minifig can make the Attack. The Attack and Damage Rolls proceed as normal, making sure to take the applicable Attack Modifiers into account.

Missed Shots

“Nothing in life is so exhilarating as to be shot at without result.”

- Winston Churchill

When a Ranged Attack misses, a shot is usually considered to have flown off into the sky or landed harmlessly on the ground next to the target. Any player may insist on tracking a Missed Shot more accurately, if he has a good reason to make the effort; for most shots it's not worth slowing down the game. He might think that the target is big enough that even a bad shot would have hit it, or that an Explosive landed close enough to the target to damage it anyway, or he might be looking greedily towards other potential targets in the field of fire.

When an attacker misses a shot, and he or another player insists on tracking it, check to see how many points the Attack Roll missed by. (For instance, if the attacker rolled a 3 when he needed a 5, then the Attack Roll missed by 2.) The Missed Shot landed somewhere within this many inches of the target.

If the target of the attack belongs to an Enemy player (1.4: The Spirit of the Game), then that Enemy gets to decide where the shot Koincidentally lands. Otherwise, the attacking player chooses any of his current Enemies to pick the spot. The Enemy can pick any spot within that range for the shot to Koincidentally strike, provided that it's somewhere the weapon could theoretically have hit in the first place, no matter how ridiculous or unlikely. The weapon's Damage is then dished out as appropriate, including any penalties for going Out Of Range.

The only restriction to the Enemy's choice of Koincidental targets is that he cannot choose a victim owned by an unaffiliated player. Player-controlled targets are fair game if they belong to himself, his attacker, or an Ally of either party. Anyone else's units are off-limits, unless hitting them can't possibly be avoided.

Missed Shot Example: Viking vs. Ninja vs. Pirate

Example: When this viking sees his pirate buddy under attack from a ninja ex-girlfriend, he hastens to intervene!

The ninja is too far away for him to engage in Close Combat, so he runs forward and hurls his viking axe at her back. A thrown Hand Weapon has Use:2, Range:3", and Damage:1d6. Luckily, the ninja is just within range, and with the axe's easy Use rating, the viking only needs a 2 or higher to hit. Sadly, he rolls a 1.

Because he missed the roll by 1, the gleeful ninja may now pick
The viking rolls 1d6 for Damage, minus one for the Out of Range penalty - a 3, not enough to kill the pirate, just enough to give him major lacerations.

The pirate and viking laugh together, because pirates enjoy being cut. Thwarted, the ninja ex-girlfriend vanishes into the shadows, where she mentally prepares herself for a night of composing whiny self-pitying entries for her emo ninja blog.

5.4: Charge!

The third way for minifigs to make attacks is to run flat-out and smash into their target, either with a thrusting weapon or with their own bodies. A **Charge** is best used to add power to a Charging Weapon Attack or a Shove, but occasionally minifigs find themselves just slamming into things, whether on purpose or by accident. Knightly jousting, football tackles, and car crashes are all examples of Charge attacks.

**Momentum**

For a Charge to be of any use, a minifig must build **Momentum**, running (or Sprinting) straight at his target from at least four inches away. (As in real life, anything shorter than four inches grants no advantages and can be safely ignored.)

Because a Charging minifig must travel directly at his target without dodging or swerving, the defender ignores the usual Attack Penalty for a Fast-Moving Target (5.1: Making Attacks) when Attacking or Counterattacking a minifig Charging directly at him.

As soon as a minifig runs four inches in a straight line, he earns one d6 of Momentum (**MOM**:1d6), which lasts for as long as he continues running in a straight line or until he spends it on something. If he’s not spending the die right away, you can place a physical d6 next to him so he doesn’t forget he has it; the **MOM** die can last multiple turns if he keeps running.

The moment the minifig turns to the right or left from his straight-line path (jumping over obstacles or running down slopes is allowed), does anything that would prevent running at full speed (opening a door or running up stairs, for instance), ends a turn without using up all of his Move inches, or if he spends his **MOM** die, then his Momentum is over. Fortunately, he can earn a new **MOM** die by simply running another four inches.

A minifig can never have more than one **MOM** die at a time. The **MOM** die can be spent in three ways: to add +1d6 Damage to a Charging Weapon Attack, to add +1d6" to a Shove, or to cause 1d6" of KnockBack in a Collision.

**Charging Weapons and Shoves**

Ramming enemies head-on is a time-honored combat technique, but most Charging minifigs prefer to lead with a weapon rather than absorb the collision with their own bodies. Defending targets have a similar
preference for bracing against a Charge with weapons of their own, and preferably longer ones than the attackers are Charging with.

Not all Close Combat Weapons are appropriate for a Charge. A **Charging Weapon** must be Heavy or Two-Handed and designed for spear-like thrusts. Lances, battering rams, and rifle-mounted bayonets all make good Charging weapons. Baseball bats, pickaxes, and swords (even pointy swords) do not. Long-hafted battleaxes and halberds can be used as Charging Weapons if they are pointy at one end. Players may come up with more exotic examples on a special-case basis; a Charging berserker might use a horned helmet or a spiked shield, for instance.

**Making the Attack**

If the minifig uses a Charge to make a Charging Weapon Attack or Shove, then the Charge is treated as a special kind of Close Combat. Due to the rush of the Charge, both attacker and defender are limited to a single Attack or Counter, and they may not use any Angry Inches. Charging Weapon Attacks may only be Parried with a Shield (**5.2: Close Combat**).

Charging Weapon Attacks and Charging Shoves are the only type of attacks that can be combined with a Sprint into a single Action, allowing minifigs to cover ground and inflict damage in a hurry (**4.1: Movement**). The player must declare the Charge before rolling the +1d6" for Sprinting distance. If the die roll is not high enough to reach his goal, he must still rush straight towards the target as if he were expecting to succeed. His Momentum carries over between turns, so he can complete his Charge on the following turn if there's still a target foolish enough to be standing in the way.

**The Counterattack**

If the target minifig is Counterattacking in response to a Charge, then the minifig whose weapon is longer (by at least one inch) strikes first. The minifig with the shorter weapon is able to complete his attack only if he survives. If the lengths of the weapons are closer than an inch, then both Attacks occur simultaneously, with no Counterattacks. This may result in two minifigs successfully killing or Shoving each other at the same moment.

**KnockBack**

As long as the two minifigs haven't avoided a collision entirely or been pushed apart by a successful Shove, the Momentum of a Charge has the chance to send a target flying. In many cases this is more entertaining than whatever Damage might have been dealt out: the effects of **KnockBack** can knock enemies out of formation, off the sides of of bridges or parapets, and into less-favorable tactical positions such as lava cauldrons or minefields.

Unless the target minifig Bails out of the way (**4.3: Enemy Response**), then he automatically offers **Physical Opposition** of 1d6 (POP:1d6) against the Charge.

The Charging minifig's **MOM** must overpower the target’s **POP** for KnockBack to succeed. When the two...
minifigs collide, the attacker rolls his **MOM:** 1d6 while the target rolls his **POP:** 1d6. If the **POP** roll is equal or greater than the **MOM** roll, then nothing happens; the target successfully resists KnockBack, the attacker is brought to a dead stop, and the two are now locked in Close Combat.

If the **MOM** roll is higher, then the amount by which the **MOM** beat the **POP** is the number of inches the target is Knocked Back ((**MOM** - **POP**)'). The victim is sent flying the appropriate distance directly away from the point of impact, and is knocked over and **Disrupted** as if he had just Bailed *(4.3: Enemy Response)*. If he crashes into some obstacle that prevents him from flying the full distance, he receives one point of **Smash Damage** for every inch of KnockBack prevented, cumulative with any other Damage received from the Charge.

In the event that two minifigs are Charging directly at each other in a collision, they each roll their single **MOM:** 1d6 to take the place of both their **MOM** and their **POP**. If both rolls are the same, the two minifigs are halted and locked in Close Combat; otherwise the higher-rolling minifig Knocks Back the other by the appropriate amount.
Chapter Six: Minifig Heroes

6.1: The Hero

Some minifigs are simply better than others; you recognize them as soon as you open the box. It has nothing to do with talent, training, or genetics; the defining feature that separates the Hero from lesser minifigs is the cool outfit. With the most blingy armors and flamboyant draperies, looking cool makes them fight better, live longer, and succeed where others fail.

A Hero's standard attributes are significantly higher than those of a regular minifig. Heroes have a Skill of 1d10, are able to Move seven inches per turn, and have an Armor rating of 2d6. With a cost of 11CP, they're also a lot more expensive to field.

6.2: The Ego

The difference between a warrior who's merely phenomenally skilled and a true Hero is...
A Hero is defined by his **Heroic Ego**, which is an example of a **Specialty**. Specialties are special abilities, features, or skills that change the rules for a particular minifig or other unit.

In most cases, a Specialty is used to grant abilities not available to units under the regular rules, but it might also be a handicap or a simple stat tweak. The effects and rules for any Specialty are listed on a unit's Stat Card for easy reference.

A Specialty's CP cost is listed along with its description text. This added cost is already included in the total Cost of the card on which the Specialty appears. If you wanted to add the Heroic Ego Specialty to a different unit, it would increase that unit's cost by +3CP.

Crankiness

Above all else, Heroes are the rock stars and prima donnas of the battlefield, and each one insists on being more important than any other unit. He welcomes the presence of enemy Heroes, because any lesser foes are a waste of his abilities. An allied Hero on a separate team gives him a rival to compete with, and in any case he expects to get to stab them in their Heroic backs as soon as his Human's politics inevitably shift.

Placing additional Heroes on his own team, on the other hand, is a major insult that no Hero can overlook. There can only be one star of the show, and he doesn't like getting upstaged. If a single player fields multiple Heroes, then their clashing Egos make each of them **Cranky**, and the more Heroes there are, the Crankier they get.

For every other conscious unit on his team with an Ego, a Hero receives a -1 **Cranky Penalty**, to a maximum Crankiness of -5. Any time the Hero rolls one or more dice, whether for Skill, Armor, Damage, Heroic Feats, or RedShirts, the Cranky penalty is subtracted from *each die* (total rolls can never be reduced below zero, however). The penalty is not subtracted from dice rolled against the Hero; he still receives full Damage from enemy attacks, for instance.

Penalties for Crankiness only remain in effect while the other Heroes on the team are conscious. If the other Heroes are knocked out or killed, the penalty is lightened accordingly. (If the Hero arranged to neutralize the co-headliners himself, all the better.) The penalty is reinstated if one of the dead or unconscious Heroes is revived.

The one advantage of a Cranky Hero is that he costs less. For every point of Crankiness a Hero has at the beginning of the battle, he costs one less Construction Point, up to a maximum discount of 50% off.

RedShirts

"We can’t all be heroes, because someone has to sit on the curb and clap as they go by."

- Will Rogers

A Hero is more important than any regular minifig. As a result, it’s only right that lesser troops sacrifice themselves to keep him from harm. Whether out of love, duty, fear, or the Hero grabbing them by the heads and using them as meat shields, a Hero can rely on nearby allies to leap into harm's way to protect him from damage. These self-sacrificing troops are called **RedShirts**. It's thought that they earn the title by so often turning themselves into red splatter decorations for the Heroes' chests.

Any time a Hero takes damage from an external source (i.e., not from something internal like poison, coronary disease, or ingesting a live grenade), he may try to inspire a nearby unit to RedShirt. This does not take an Action. The Hero can inspire any number of RedShirts in a single turn, but only one for each specific incoming source of Damage. If successful, the RedShirting unit will leap in to take the damage instead, knocking the Hero out of harm's way if necessary (if the Hero is about to be hit by a speeding locomotive, for instance, he'll need to be away from the tracks when the train rolls in). The inspired unit must be on the Hero's team, it must be capable of leaping (e.g., minifigs, robots, or animals, rather than tanks or jet fighters), and it must have a lower CP cost than the Hero (not...
When a Hero learns that he's about to take Damage, he has one chance to inspire a nearby RedShirt to take the fall instead. Before the Damage is rolled, the Hero rolls 1d6 (plus any Bonus Dice on a Critical Success). If an eligible RedShirt is within this many inches of the Hero, the inspiration succeeds. The sacrificial unit will leap in and take the damage intended for the Hero, and if necessary, the Hero is knocked away the minimum distance required to avoid being hit (even if the distance required is truly ridiculous, like getting RedShirted out of a nuclear explosion or a supernova). If the roll is too low or is a Critical Failure, the Hero fails to inspire the unit to RedShirt, and is forced to take the damage himself.

RedShirting should not be abused to try and accelerate units' movement across the battlefield. This will make a Hero's allies want to kick him in the nuts rather than sacrifice themselves for him. A player attacking his own Hero to take advantage of RedShirting movement should be ejected from the game. The remaining players should confiscate his bricks and then take turns RedShirting him out of the house and into traffic.

If the Hero is in a Squad, another Squad member can be automatically inspired to RedShirt on his behalf, without having to make the 1d6" distance roll (Chapter 11: Armies).

RedShirts move unusually quickly and have no problem intercepting gunshots, explosions, or even laser blasts. They're unconcerned with whatever damage this might do to the laws of physics or to the Humans' suspension of disbelief.

**Heroic Deaths**

“**This thing of being a hero, about the main thing to it is to know when to die.**”

- Will Rogers

If a Hero dies in battle even despite the best efforts of his RedShirts, then he is dead - at least for the rest of the battle. But thanks to Everyone's The Boss Of Their Own Toys (1.4: The Spirit of the Game), Heroes have a way of always popping back up in one form or another, no matter how many times you think you've killed them. By the time the next battle begins, the plot will have inevitably twisted in their favor: the Hero was only captured in preparation for a daring escape, or left for dead in anticipation of a daring recovery. No matter how gruesome the death, they are somehow revived by magic, or science, or the will of the gods, or even as part of an enemy plot, and almost always with new improvements tacked on as a result.

If a Hero's death was so dramatically Heroic that it could never be taken back or plausibly denied, then the Hero may discover himself well and truly dead - and then proceed to slaughter his way out of Hell and back into the land of the living. His Ego will allow nothing less.

There is no number of deaths or defeats that can prevent the best characters from finding a way to return. Unless they're boring, in which case no force can save them.

---

**The Saga of Leonidus**

“So the Warrior said:

*Very well, since ye are a prince in this land, and because you did fight well, I shall spare your life for a little while yet.*
But thou has caused me to be cast out of the halls of mine fathers. 
And thou has stolen from me that which I toiled for all the days of my life. 
Therefore, tell me dark one; how is it that I may regain entrance to those halls?

And the daemon prince spake thus:

You can never enter that hall. 
Unless thou should change thy name and go out once again unto the mortal wheel. 
And thou must earn again the right to enter the halls of your fathers.

And this angered the Fearsome one. 
And the daemon prince trembled at the sight of his countenance. 
And he begged once more for his life. 
So the Fallen one took hold of the daemon prince, 
And he bound him into His armor, that he should still live. 
And he took for His own the Hellblade as spoil. 
And he did then depart from those burning hells to walk again the mortal realm."

- Excerpt from Tuefish's LEONIDUS Saga

6.3: Heroic Feats

A Hero's amazing abilities stem from both stunning bravado and pig-headed ignorance, but his greatest powers are drawn from a tradition handed down through endless generations of action movies.

Action-Hero Clichés

To realize their full potential, all Heroes must take on an Action-Hero Cliché, drawn from movies, video games, comic books, or Saturday morning cartoons. It is mandatory that Heroes develop a ridiculous accent in support of their role. In a pinch, an Austrian accent almost always works; if a role hasn't been played by Arnold Schwarzenegger, it probably doesn't count as a real Action Cliché in the first place.

Example Action-Hero Clichés
Which action personality best fits this hard-hitting space marine Hero? Characters from Futurama are proposed, and a nomination for a pre-“Forever” Duke Nukem is met with popular acclaim. But love for Samuel L. Jackson wins out in the end, with the suggestion of “Mace Windu, as played by Jules Winnfield.” Attitude firmly in place, Commander “Bad” Moe Faux is born.

<table>
<thead>
<tr>
<th>Action-Hero Cliché</th>
<th>Action-Hero Accent</th>
<th>Example Action-Heroic Feats</th>
</tr>
</thead>
<tbody>
<tr>
<td>Super Soldier</td>
<td>Austrian / Stallonian</td>
<td>Dual-wielding heavy machineguns, performing surgery on self, punching through walls</td>
</tr>
<tr>
<td>Barbarian</td>
<td>Austrian / Swedish</td>
<td>Dual-wielding heavy axes, lifting massive objects, communing with animals</td>
</tr>
<tr>
<td>Secret Agent</td>
<td>Austrian / British</td>
<td>Hacking security systems, seducing women/men, sniping, escaping deathtraps</td>
</tr>
<tr>
<td>Kung-Fu Master</td>
<td>Austrian / Chinese</td>
<td>Dodging bullets, running up walls, speaking in riddles</td>
</tr>
<tr>
<td>Pulp Archaeologist</td>
<td>Austrian / All-American</td>
<td>Dodging booby traps, fistfighting Nazis, bullwhip expertise</td>
</tr>
<tr>
<td>Gunslinger</td>
<td>Austrian / Texan</td>
<td>Trick shooting, trick horsemanship, trick gambling, trick dueling</td>
</tr>
<tr>
<td>Warrior Princess</td>
<td>Austrian / New Zealander</td>
<td>Chakram tricks, impossible acrobatics, nerve pinches, lesbian subtexts</td>
</tr>
</tbody>
</table>

For Heroes based on specific characters, picking the Action Cliché is easiest of all: a Robin Hood minifig would perform Robin Hood Feats; a Hercules minifig would have Herculean Feats, and a Davy Crockett minifig would get King of the Wild Frontier Feats.

### Heroic Feats

“A hero is someone who rebels or seems to rebel against the facts of existence and seems to conquer them. Obviously that can only work at moments. It can't be a lasting thing. That's not saying that people shouldn't keep trying to rebel against the facts of existence.”

- Jim Morrison

For an action-movie hero in the thick of battle, accomplishing the impossible is more than just an everyday event - it's an every-couple-of-seconds event. Any such stupendous or wildly improbable act, pushing fictional license to its limits for the sake of spectacle, is a **Heroic Feat**.

Heroes are limited to the Feats appropriate to their Cliché - a ProWrestler Hero can't modulate phasers to energy-shield bypass frequencies off the top of his head the way a ScienceOfficer Hero might, but he can try picking up a motorcycle and swinging it like a baseball bat through a group of opponents.

To attempt a Heroic Feat, the player describes theFeat his Hero is about to attempt, and rolls 1d6. If one of his opponents would like the Feat to fail (and they probably will), he also rolls 1d6. If the Hero's roll ties or exceeds the opponent's roll, the Feat succeeds; otherwise the Hero's efforts end in failure.

If both players roll a one in the Heroic Feat Roll, it's a special case - the Hero has failed to accomplish his Feat, but his opponent has failed to oppose him. Rather than try to unravel this Heroic Paradox, the Heroic Feat is cancelled - the Hero suffers from a moment of uncharacteristic sanity and realizes that whatever he was about to attempt could never work. The Heroic Feat is spent for the turn, but play continues as if the Hero hadn't attempted it.
A Hero may attempt one Heroic Feat on every turn. If he doesn't use his Feat during his own turn, he may use it as a Response Action during an opponent's turn at no penalty. Feats can't be "saved up" over time - regardless of whether a Hero uses his Feat or not, he will always have a single Heroic Feat available at the beginning of his next turn.

**The Consequences of Failure**

"... if he fails, at least he fails while daring greatly, so that his place shall never be with those cold and timid souls who know neither victory nor defeat."

- Theodore Roosevelt

Because the range of possibilities for each type of action hero is so wide, it's up to the players to agree on whether a specific Feat is appropriate to a given Cliché, what the effects of success will be, and what will be the consequences of failure.

The effects of failed Feats will depend on the seriousness of the battle and the attitudes of the players. A good general guideline is that the more stupendous the Feat attempted, the more dire the effects if it fails. A Hero failing an attempt to eat a dozen doughnuts in a single turn might suffer the effects of upset stomach. Choking to death might be a more realistic result, but it'd seem severe compared to the relatively uninspiring Feat. A Hero failing to lift an automobile over his head, on the other hand, would be subject to much stronger consequences on failure: he might get it into the air but then drop it on himself, or he might strain so hard to lift it that he rips his own arms off. It's often best to start by imagining what would happen to Homer Simpson, Wile E. Coyote, or the Three Stooges if they were to make similar attempts.

### Inaction Heroes

**Heroic Clichés** are based on Action Heroes, not Word Heroes. Heroic Feats must always be based on actions rather than words. If a Hero wants to inspire his allies, he does it by leading a Charge, not by delivering pretty soliloquies about the nobility of Charges while sipping tea in the safety of the rear guard.

If players decide that a Hero's Heroic Speech is Heroic enough to ignore this rule, then they can decide to allow it, despite the unbelievable lameness of Speech Feats. But if the speech fails to inspire, then it means the Hero is no longer inspiring, and an uninspiring minifig loses his Hero status automatically and permanently. "Word Heroes" deserve what they get.

In addition to not being Word Heroes, Action Heroes are also not Inaction Heroes. They ESPECIALLY can't use Feats to inspire others to withdraw from combat safely, negotiate more diplomatically, or surrender more sweetly. They exist to increase action, not diminish it.

### 6.4: Heroic Weapons

Long after Heroes have withered to component plastic parts, their legendary accessories live on, inspiring new generations to avaricious conflict. Many such Artifakts are powerful enough to give regular minifigs Heroic abilities all by themselves. Magical swords, enchanted armors, deific grails, zero-point blaster cannons, and suspiciously well-stocked gift bags have all inspired campaigns of slaughter from covetous Hero wannabes.

**Heroic Weapons** are the most common type of Heroic Artifakt, but legends are also told of Heroic Vehicles, Heroic Armor, Heroic Fortifications, and even Heroic Furniture. Any object can be made Heroic for an added cost of +3CP.
In the Iceworlders' darkest hours, the Iceworlder Warchief enters the Ice Caves of Creation, unlocks the OT Stasis Chamber, and brings forth the Original OTC, forged by the Gods themselves in ancient times to aid the Iceworlders in their desperate struggle against the Robotic Ice Demons.

The appearance of the divine janitor Stubby, wielding the legendary Banhammer and the Broom of Doom, drastically changed the course of battle for these Proto-Spacemen.

A Heroic Artifakt is limited to Feats that satisfy its Heroic Cliché, similar to that of a regular Hero, but often the Clichés are simple tautologies. Excalibur's Cliché, for example, is that it's Excalibur.

Heroic Artifakts suffer no penalties from Crankiness themselves, since anyone can use them, but they may inspire Crankiness in minifig Heroes on the same team if they don't have Heroic Artifakts of their own.

A Heroic minifig using a Heroic Artifakt is still limited to oneFeat per turn, but with the following advantage: If theFeat satisfies both his own Heroic Cliché and that of the Artifakt's, then he can roll two d6es instead of one when rolling for hisFeat, succeeding if either of the two d6es matches or exceeds his opponent's opposing roll.

These objects retain all the regular uses of an object of their type, but also grant one Heroic Feat per turn to whomever possesses or operates them. Whoever takes possession of a Heroic Artifakt can use it in a Heroic Feat as part of any Action taken with the Artifakt, making it dangerous to leave Artifakts lying around on the battlefield or in the hands of easily-defeated amateurs.

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The Orange Transparent Chainsaw

Orange Transparent ABS is the most powerful substance known to minifigs. The only source of this material is the frigid planet of Iceworld, where ancient crusades against Robotic Ice Daemons dropped the temperatures to far below absolute zero.

Under these impossible and supernaturally cold conditions, even lasers froze, rendering all of the crusaders' weapons useless, save one: the planet-destroying Orange Laser. Thanks to its massive scale, a central core of destructive energy was able to punch through the cold, even as the outer layers of the beam froze solid and peeled away.

Bazillions of years later, the frozen shards of petrified laser remain preserved under continents of shifting ice, retaining all of their ancient world-destroying power for anyone with the secret knowledge and will to forge them into weapons.

The world-destroying fleets are lost and long forgotten, but the crusaders' descendants remain on the planet surface, locked in never-ending battles to prevent a Robotic Ice Demon resurgence and to protect the secrets of Orange Transparent Leg-Ore from falling into the wrong hands. In this quest, the Orange Transparent Chainsaw is their deadliest and most legendary weapon.
Chapter H: The Horse

“A man that don’t love a horse, there is something the matter with him.”
- Will Rogers

In all the history of warfare there is no nobler creature than the horse. Whether hauling chariots, powering a heavy cavalry charge, carrying supplies and communications through harsh terrain, or simply running in and out of danger in the service of mounted troops, a horse brings strength and mobility to a military force that no man or vehicle can match. Without the spirited assistance of these magnificent animals in the pre-industrial ages, even the greatest wars would have consisted of little more than a bunch of guys wandering around listlessly and bleeding.

If you continue on to the next book (Book Two: MOC Combat), you'll see that BrikWars has rules that allow players to do battle with literally any creature or vehicle they can build out of bricks or other toys. However, in many classic battle genres, horses (or their close equivalents) are the only significant animals or vehicles on the field, making the extensive custom Creations rules unnecessary. This intermediate chapter lets players jump straight into equestrian warfare with quick and dirty stats for horses in combat. The Horse rules can either serve as a lighter introduction to handling Special Creations, or as a shortcut to allow less-ambitious players to avoid the hassle of the advanced rules entirely.

H.1: The Horse
In BrikWars, a Horse isn't necessarily any specific type of animal; instead it's a blanket category for any single-passenger steed or vehicle that's roughly horse-sized. A horse is a Horse, of course, perforce; but so is a gryphon, a motorcycle, a magic carpet, or a small-sized dragon.

### Horse Abilities

A unit in the Horse category has roughly the same abilities that you'd expect from real world horse, and its Skill, Move, and Armor statistics are used in the same way as a minifig's. Common sense will dictate whether a given type of Horse can perform acts like swimming, Sprinting, climbing ladders, or hauling chariots. In the rare case where common sense is insufficient, a What I Say Goes roll will clear up any confusion.

#### Skill: 1d6 - see 4.2: Action

A Horse uses Skill for the same kinds of tasks a minifig would, as far as it's able.

The main difference between a Horse's Skill and that of a minifig is that a Horse is a Submissive creature and can only perform useful tasks while under a minifig's direction. While being ridden or led, a Horse is completely obedient to its chosen master.

If its master is killed, wanders off, or is otherwise absent, a loose Horse briefly remains under the control of its Human player. If none of his minifigs have managed to take control of the Horse by the end of the turn, then the player must hand control of the Horse over to one of his Enemies. On the Enemy's turn, the Enemy can direct the Horse to take either a Movement or an Action - not both. If none of his minifigs have taken control of the Horse by the end of the turn, then he must in turn hand control of the Horse to one of his own Enemies. The cycle continues until some minifig manages to take the reins, or until the Horse is killed or otherwise removed from battle.

When a minifig rider directs his Horse to take any Action requiring a Skill roll (preferably an Attack), the player rolls either the Horse's Skill or the rider's, whichever is lower. In the rare case in which a Horse takes Actions of its own accord, only its own Skill is used, of course. No Horse is intelligent enough to use equipment items or operate machinery, although a properly harnessed Horse or team of Horses can haul a wheeled cart or chariot up to twice as many inches in Size as the number of Horses pulling it (7.1: Structure).
### Horse Weapons

<table>
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<tr>
<th>Weapon</th>
<th>Cost</th>
<th>Use</th>
<th>Range</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unarmed Attack</td>
<td>-</td>
<td>2</td>
<td>CC</td>
<td>1d6</td>
<td>Cannot be used to Parry</td>
</tr>
</tbody>
</table>

By default, a Horse is able to make an **Unarmed Attack** if it has the proper body parts to do so. (For Horses of the regular equine variety, these attacks will be in the form of kicks or bites. For more exotic Horses, these might take the form of tail stings, claw swipes, or tentacle whips.) A Horse’s Unarmed Attack is roughly equivalent to a minifig’s Hand Weapon, except that it can’t be used to Parry. It’s a Close Combat weapon with a Use rating of 2 and a Damage rating of 1d6.

Not all Horses have the proper appendages to **Shove** opponents (although any Horse can go around **Crashing into** them in a pinch). For those that do, a Horse’s Shove is more powerful than a minifig’s. Horses Shove one another as usual, but a minifig has a -2 Skill Penalty when trying to resist a Shove from a Horse. When trying to Shove a Horse in return, a minifig working alone can’t Shove Horses at all. It takes two minifigs together to try to Shove a Horse, and the Shove fails if the Horse’s roll to Parry successfully resists either one of them.

### Horse Shoving Example: Cow Tipping

**Example:** Cattle mutilations work best on cows that are pre-tipped, so two alien minifig Grays have been sent on a night mission to prepare the livestock for abduction. They locate a likely Cow standing in the pasture and approach it cautiously.

**Grays’ turn 1:**
The Grays approach the first Cow from the side. (Shoving a Cow from the front or rear is unlikely to result in a successful tipping.) This Cow is asleep and doesn’t attempt to Parry; the Shoves are Automatic Hits, and the Cow is tilted two inches. This is enough to topple it over.

**Grays’ turn 2:**
Emboldened by their success, the Grays approach a second Cow. This time, their unfamiliarity with Earth herbivores betrays them: this Cow is a Bull, and it’s wide awake. The Bull actively resists their Shoves, so the Grays must make Attack Rolls.

Because the Bull is treated as a type of Horse, both of the Grays’ Shoves must succeed in order to be successful. The first Gray Shoves with Skill:1d6, rolling a 5. The second rolls a 3.

The Bull is Outnumbered two to one, so he has a -1 Skill Penalty. In addition, the Bull declares his intention to Parry and Riposte with an enraged moo, adding an additional -1 Penalty to Skill and Damage.

The Bull rolls a 5 to Parry on his Skill of 1d6; this is reduced to 3 by the Skill Penalties. It’s not enough to Parry the first Gray’s Shove, but it’s enough to match the second Gray’s, and so the Bull is able to stand his ground. He successfully Ripostes with his horns, brutally goring the second Gray and putting an end to their Cow-tipping adventures.

**Move: 10”** - see 4.1: Movement

For minifigs, Horses, and other animals, Movement is an unrestricted affair. They can spend their Move inches however they like, running and jumping back and forth along any arbitrarily complex zigzag. Like minifigs, a Horse running in a straight line can **Sprint**, spending its Action to add 1d6 inches to its straight-line Movement.

Players may decide that a particular Horse may not be able to hop around as freely, for instance if it’s hauling a load or wearing roller skates. These situations are left for the players to handle as they see fit.

**Armor: 1d6** - see Chapter 3: Minifig Weapons

A Horse’s Armor works in similar fashion to a minifig’s: an attacking unit must do enough Damage to exceed the Horse’s Armor in order to have any effect. The difference is that a Horse takes two hits to kill rather than one.

The first time that Damage from an attack exceeds a Horse’s Armor, attach a **Damage Pip** (usually a red 1x1 brick) to the Horse somewhere prominently visible to indicate that the Horse has been **Wounded**. When a Horse is Wounded, it loses 1” of Move (to 9”), 1d6 from its maximum Momentum or Physical Opposition in a Charge (to a new maximum of 1d6), and its ability to Shove and resist Shoves is reduced to that of a regular minifig.
If Damage from an attack exceeds the Armor of a Horse that's already been Wounded, or if a Horse takes enough Damage to exceed its Armor twice over (effectively taking two hits in a single attack), then the Horse is killed in whatever grisly fashion seems appropriate.

<table>
<thead>
<tr>
<th>Horse Damage</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Status</td>
<td>Move</td>
<td>Max MOM/POP</td>
</tr>
<tr>
<td>Undamaged</td>
<td>10&quot;</td>
<td>2d6</td>
</tr>
<tr>
<td>Wounded</td>
<td>9&quot;</td>
<td>1d6</td>
</tr>
<tr>
<td>Dead</td>
<td>0&quot;</td>
<td>0d6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Horse Armor</th>
<th>Equipment</th>
<th>Cost</th>
<th>Use</th>
<th>Range</th>
<th>Effect</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse Body Armor</td>
<td>Horse Body Armor</td>
<td>2CP</td>
<td>-</td>
<td>-</td>
<td>Armor 1d10 Move -2&quot;, can't swim</td>
<td></td>
</tr>
<tr>
<td>Horse Heavy Armor</td>
<td>Horse Heavy Armor</td>
<td>4CP</td>
<td>-</td>
<td>-</td>
<td>Shielded Half Speed</td>
<td></td>
</tr>
</tbody>
</table>

Like a minifig, a Horse may be equipped with Body Armor or Heavy Armor to boost its defenses. Regular Horse Body Armor covers the Horse's body but not the head. It costs 2CP and raises the Horse's Armor rating to 1d10, although the Horse's Move is reduced by 2" and it loses the ability to Swim. Horse Heavy Armor covers both the body and head. It costs 4CP and makes the horse Shielded from damage (3.3: Bodily Protection), at the cost of reducing the Horse's Movement to Half Speed. Just as for minifigs, Half Speed means that the Horse cannot swim, climb, fly, or engage in any other type of Half Speed Movement (4.1: Movement).

**Horse Varieties**

<table>
<thead>
<tr>
<th>Variety</th>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Steel Horse</td>
<td>+0CP</td>
<td>Armor:1d10 no Mind, Skill, or Angry Inch</td>
</tr>
<tr>
<td>Flying Horse</td>
<td>+5CP</td>
<td>Move: 10&quot; Flight no Horse Armor Cost:+10CP for Steel Horses</td>
</tr>
<tr>
<td>Gun Horse</td>
<td>+3CP</td>
<td>Gun: Use:3 Range:6&quot; Damage:1d6</td>
</tr>
</tbody>
</table>

Units in the Horse category have abilities similar to any regular horse. The only distinctions made are for those varieties of Horses that are unthinking machines or constructs (the Steel Horse), those that have an ability to fly (the Flying Horse), those that are equipped with some kind of ranged weapon (the Gun Horse), or any combination of those three (for instance, a WWI Sopwith Camel would be a Steel Flying Gun Horse). When the abilities of a Horse unit start to drift too far from one of these standard templates, players should go ahead and advance to the full MOC Combat rules to make their own custom units (Book Two: MOC Combat).

**A Steel Horse** (Cost: +0CP) is any Horse-sized machine or animated construction that lacks a mind of its own and carries one or fewer passengers. A Steel Horse has no Mind or Skill rating, and is incapable of taking independent Actions.

Due to their mechanical construction, Steel Horses have an augmented Armor rating of 1d10, which grants them a much greater ability to do Damage in a Crash than their squishy biological equivalents (H.3: Fighting From Horseback). This comes in handy, since most mechanical Steel Horses lack the appendages that would allow them to make Close Combat Attacks.

When abandoned by its rider, a Steel Horse mostly just sits there, unless it was in motion at the time of the rider's departure. In this case, the Steel Horse continues moving forward at for one round for half its Move before coasting to a stop. (Common sense may dictate otherwise in some cases - abandoned

---

An alien Assault Triker prepares for raiding.

Assault Trike: 9 CP
airplanes in flight also come to a stop, but the process by which this occurs is referred to as "crashing" rather than "coasting.")

Examples: Motorcycles, golems, mini-tanks, mini-planes, tricycles, jeeps

A Flying Horse (Cost: +5CP, or +10CP for a Flying Steel Horse) is any Horse with the ability to fly. This is indicated by placing stacks of blocks underneath them to raise them to their default altitude of five inches above ground. Transparent elements work best for this, since the support column doesn't represent anything in-game other than the Flying Horse's shadow, but any elements can be used. A Flying Horse uses its Move inches to travel vertically, horizontally, or at any angle in between, the same way that a regular Minifig moves along the ground.

Theoretically, Flying Horses can fly high enough to be out of vertical range of enemy ranged weapons, making them immune to attack as they rain down damage on their foes. This is extremely poor sportsmanship, and players should be ashamed of themselves for even considering it. To combat this, Flying Horses are Koincidentally unable to make attacks on targets more than five inches below their current altitude.

Flying Horses cannot wear Horse Body Armor, due to the added weight. A Flying Steel Horse retains the Steel Horse's Armor rating of 1d10, but costs +10CP rather than +5CP.

Examples: Pegasi, speeder bikes, mini-copters, giant eagles, hang gliders

A Gun Horse (Cost: +3CP) is any Horse with built-in ranged weapons. Whether from eye lasers, fiery breath, or machine guns, all Gun Horse Guns have the same weapon stats.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Cost</th>
<th>Use</th>
<th>Range</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gun</td>
<td>3CP</td>
<td>3</td>
<td>6&quot;</td>
<td>1d6</td>
<td>-</td>
</tr>
</tbody>
</table>

Putting a Gun on a Horse doesn't replace any Close Combat abilities it may or may not have, but remember that Horses, like minifigs, can only make one type of attack per turn.

Examples: Fire dragons, cannon carts, ice dragons, snub spacefighters, lightning dragons, rainbow ponies, laser dragons

H.2: Riding a Horse
Riding a horse is not a gentle hobby, to be picked up and laid down like a game of Solitaire. It is a grand passion.”
- Ralph Waldo Emerson

**Action Cost**

Horses and other vehicles are more like equipment items than independent units; they need a minifig in control in order to be utilized properly. This control isn't free. For normal minifigs, controlling a Horse costs him his Action for the turn.

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<tr>
<th>Riding Actions</th>
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<tbody>
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<td><strong>Action</strong></td>
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<tr>
<td>Horse Movement</td>
</tr>
<tr>
<td>Horse Action</td>
</tr>
<tr>
<td>Minifig Action</td>
</tr>
</tbody>
</table>

**Horse Movement**

Because Horses lack independent initiative, the default movement for any Horse is to continue doing exactly what it was already doing on the previous turn. Unless a minifig spends his Action to direct the Horse's movement, the Horse will move in whatever direction it is facing, at the same speed it was traveling on its previous turn. If the undirected Horse runs into an obstacle, it will leap or climb over it if possible (to a maximum height equal to the Horse's legs or wheels); otherwise it will be stopped and possibly crash *(H.3: Fighting From Horseback).*

If a minifig is in a position to direct a Horse's movement, and uses his Action to do so, then the Horse moves as quickly and nimbly as its propulsion type would reasonably allow. A motorcycle-type Horse, for instance, isn't able to jump sideways the way a horse-type Horse can, or to cross rivers with the same ease as a speedboat-type Horse.

If a Horse is running in a straight line, it can be directed to **Sprint** like a minifig *(4.1: Movement)*, adding 1d6" to its Move for the turn.
Horse Action
A minifig might also use his Action to direct a Horse to take an Action of its own. In most cases this will be an attack, especially for Gun Horses, but it might also be used in cases where a Horse has a special device or ability the minifig would like to make use of. A Horse may take an Angry Inch as part of a Close Combat Attack (5.2: Close Combat), if it's a type of Horse that's capable of being Angry.

When making Horse Actions, whenever a Skill Roll is called for, the lower of the Skill ratings of either the minifig or the Horse is used. (In the case of a Steel Horse, only the minifig’s Skill applies.)

Minifig Action
Instead of directing the Horse, a minifig may make any of the usual types of Actions available to him, usually to attack with a hand weapon. Without any further direction, the Horse is left to continue running along in blissful ignorance.

The Rider

While every minifig has the basic level of skill required to operate a Horse, few have the training and experience to excel at it. The Rider is an experienced horseman who moves as naturally on horseback as on his own two feet – and in some cases, even more so.

Piloting
Piloting Specialty (+1CP): ignore the Action cost for steering a mount or vehicle
The Rider’s advantage is simple: where lesser minifigs must pay an Action cost to direct a Horse’s Movement, the Rider does it automatically, for free, as if it were an extension of his own Movement. This leaves his Action free for attacks using his own or his Horse’s weapons, and improves his ability to move in and out of combat freely. Directing a Horse to Sprint still costs the Rider an Action, although he can combine this Action with a Charge Attack (either his own or the Horse’s) as usual.
While a skilled Rider and Horse can act separately if they wish, they are so closely bonded that they can fight as a single unit in Close Combat. They can combine melee Attacks to draw fewer Counters than if each attacked separately, and even Counter for each other when attacked themselves, making them especially deadly against melee attackers, since an attack on one draws Counters from both.

H.3: Fighting From Horseback

For the most common types of combat, making attacks from atop a Horse is the same as making attacks on foot. While regular minifigs have to make the choice between spending their Action on making an Attack or steering the Horse, this doesn't affect the Attack process in most cases - they check their weapon ranges and make their Attack and Damage Rolls exactly as usual.

The two areas in which a Horse's decreased maneuverability and increased size can make a difference, respectively, are in Close Combat and during a Charge.

Getting Carried Away

It's not as easy for minifigs to coordinate Movement and Action while on Horseback as it is while on foot. In many cases where Close Combat would normally force a minifig to stop and fight, and even sometimes when he would prefer to, his Horse will keep on running away with him even as he's in the midst of trading blows.

Normally, if a minifig in Close Combat attempts to Withdraw (5.2: Close Combat), his opponent gets one free Counter against him when he lets his guard down to flee. However, if a minifig is transported out of Close Combat by a Horse or by other means, voluntarily or otherwise, then he can escape without having to go through the usual Withdrawal pains. This is called Getting Carried Away. As long as a minifig is using its Action for the turn to focus on Close Combat, his guard is never let down, and his opponent gets no free Counter when he's Carried Away. If the minifig has to use his Action to direct the Horse to leave, then it's treated as a normal Withdrawal and he's subject to a Counter as usual.

For normal minifigs, this means that Close Combat from Horseback can be a difficult affair, since they can't steer a Horse and make Attacks in the same turn. They find themselves either losing attack opportunities from maneuvering their Horses into combat position, or taking individual swings as the Horse runs straight past a target because they spent their Action on attacking rather than on telling the Horse to stop.

For a trained Rider, on the other hand, mounted Close Combat is ideal. Steering doesn't cost him any Actions, and he can have himself Carried Away at will. This allows Riders to duck in and out of Close Combat as often as they please, while the poor foot soldiers remain hopelessly mired in whatever random melee happens to befall them.

Crashing and Trampling

Despite the efforts of Hollywood, a tragic number of adults have forgotten a truth that's obvious to any first-grader: vehicles are nice driving around, but their true purpose is crashing into things, and the faster you crash them, the better. This makes the most sense with mechanical vehicles like jeeps, airplanes, and star destroyers, but hand those young prodigies a toy horse or dinosaur and you'll see exactly the same thing happen.

Like a minifig, a Horse that Charges in a straight line for four inches builds up \( \text{MOM:1d6} \) worth of \textbf{Momentum} (5.4: Charge!). However, because the Horse is twice as large, with a little more wind-up it can potentially build up twice as much power. If a Horse extends its Charge to eight inches, its \( \text{MOM} \) increases to \( \text{MOM:2d6} \). (Assuming it's not Wounded, that is - a Wounded Horse is limited to \( \text{MOM:1d6} \) no matter how far it Charges.) As usual, these bonus \( \text{MOM} \) dice can be added to the Damage from an attack with a Charging Weapon or to the inches of distance in a Shove, and they are used in the Horse's roll for KnockBack.

Crashing

Minifigs who run around crashing into things have a pretty minimal effect, except where plate glass windows or fine china are involved. Even in plate armor, their bodies are too small and soft to make effective projectiles without loading them into a cannon or catapult first (8.4: Heavy Explosives). The same is true for most Horses, whose soft fleshy bodies make them inappropriate for use as a ramming weapon.
Steel Horses, on the other hand, are perfect for the job. Whenever a Steel Horse crashes into a target, it can spend one of its MOM dice to deliver 1d6 Crash Damage. Crash Damage is cumulative with any other Damage dealt out as part of the Charge, and can only be Parried with a Shield. Crashing requires no Skill Roll; a unit trying to collide with a target always succeeds unless the target manages to Bail out of the way.

Crashing into a Steel Horse hurts other units just as much; a Charging unit with Momentum that crashes into a Steel Horse takes 1d6 Damage exactly as if the Steel Horse had Charged the unit itself. In the case of one Steel Horse crashing into another, they each do 1d6 Damage to the other.

Trampling
Minifigs are smaller than Horses, and therefore it’s natural for Horses to want to stomp on them. Trampling is a means for a Horse to add insult to injury. If a minifig is lying on the ground Disrupted (4.3: Enemy Response), possibly as a result of being Knocked Back by a Charging Horse, then the Horse can Run Over the prone minifig for one additional point of Damage. Obviously a single point of Damage isn't enough to kill any regular minifig, but, cumulative with other injuries the minifig may have sustained during the Charge, the final additional point can sometimes make the needed difference.

Any number of Horses can Trample a Disrupted minifig in a single turn, but each does its point of Damage only once. Running the same Horse back and forth over a minifig a dozen times is funny but has no extra effect.

Horses do no damage to other Horses with Trampling, because they're the same size. Again, it's still funny to watch them run over each other regardless.

KnockBack
While their higher potential Momentum increases Horses' ability to send opponents flying, their extra stability also makes them more resistant to KnockBack inches when they get Knocked Back themselves.

All Horses start with POP:2d6; this is reduced to POP:1d6 if they're Wounded. As with minifigs, a Charging attacker's Momentum roll must exceed this Physical Opposition in order for the Horse to be Knocked Back. The Horse takes one point of Smash Damage for each inch of KnockBack prevented by immovable obstacles or objects its own size or larger. Smaller objects simply get Knocked Back along with the Horse.

Even if a Horse is successfully Knocked Back, it only becomes Disrupted if the KnockBack is larger than the width or length of the Horse from that direction. Because most Horses are longer than they are wide, it's easier to knock them over from the side (where they may be less than an inch wide from right to left) than from the front or the back (along which axis they're likely to be two inches in length or more). A Horse that's Knocked Back any distance less than or equal to this length less simply lands on its feet and is ready to keep fighting as usual. A Horse that's Knocked Back further than this length lands on its side and is Disrupted. A Horse Knocked Back twice this length lands upside-down and Disrupted, possibly allowing upside-down Trample Damage to its own passengers.

If a Horse and a target are Charging each other at the same time, the Horse makes a single KnockBack roll for both its MOM and POP if they're at the same level (MOM:2d6 / POP:2d6 for a fresh Horse, or MOM:1d6 / POP:1d6 for a Wounded one). When a fresh Horse is only able to Charge four inches before the point of impact, it will only have built up MOM:1d6 compared to its POP:2d6. When this occurs, roll 2d6 for the Horse's POP and use the higher of the two dice for the Horse's MOM.

Jousting
Jousting is the most characteristic attack of the mounted horseman, and it combines the fun of a mounted Close Combat attack with the calamity of a Crash. In a Jousting attack, a minifig with a Charging Weapon (normally a spear or lance, although any Charging Weapon will do (5.4: Charge!)) uses the power of his Horse's Charge to do heavy damage to a target - frequently another minifig on Horseback, and often one who's Jousting right back at him.
Lances
While any Charging Weapon can be used for Jousting, a long lance is the preferred tool, because lining up a Joust attack can be tricky if the point of the weapon doesn't extend past the nose of the Horse. For a minifig on foot, a Two-Handed polearm like a lance normally requires two hands and costs an inch of Movement, but the power of a Charging Horse allows a Jousting minifig to tuck a lance or other similar Charging Weapon under a single arm at no penalty. A Jousting minifig can even use its off hand to hold a Shield, which will come in handy if he's getting Jousted in return.

<table>
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<th>Jousting Weapons</th>
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<td>Close Combat Weapon</td>
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</tr>
<tr>
<td>Heavy Charging Weapon</td>
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<tr>
<td>(on foot)</td>
</tr>
<tr>
<td>Heavy Charging Weapon</td>
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<tr>
<td>(on Horseback)</td>
</tr>
<tr>
<td>Two-Handed Charging Weapon</td>
</tr>
<tr>
<td>(on foot)</td>
</tr>
<tr>
<td>Two-Handed Charging Weapon</td>
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<tr>
<td>(on Horseback)</td>
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As with foot-based Charge attacks, the length of two Jousting minifigs' weapons can determine whether one side strikes first or if both sides' attacks strike simultaneously. If the minifig on either side has a weapon long enough to deliver an Attack at least one inch before his opponent is able to deliver a return blow, then he strikes first, regardless of whose turn it is or who initiated the Joust.

Making the Joust Attack
Making a Joust attack is, for the most part, identical to attacking with a Charging Weapon on foot (5.4: Charge!); the Jousting minifig and his target have the same options and make the same rolls.

If the Close Combat Attack and possible Counterattack both miss, then the Jousting minifig will still be Charging ahead at full speed, and may end up Crashing his Horse into the target instead. Only the trajectory of the Charging Horse determines whether a collision will occur; not even a trained Rider is fast enough to change course to avoid (or cause) a Crash in the time between the missed Joust and the moment of impact.

Joust Example: Solo Jones vs. the Black Rider

Example: Thanks to a series of convenient plot twists, post-apocalyptic archaeology smuggler Solo Jones has managed to abscond with a Jaw-Jaw coven's sacred Poo On A Stick. As he makes his escape on his obligatory post-apocalyptic motorcycle, he finds himself confronted by the Black Rider, a mysterious highwayman who kills for pleasure and has never lost a joust.

The Black Rider is a well armed and armored Rider, with a Shield, Heavy Armor, and Two-Handed Lance in addition to his Steel Horse motorcycle.
Solo Jones is an Adventurer Hero, with only his Steel Horse motorcycle, his hat, and the deadly Poo On A Stick (a Heroic Two-Handed Weapon).

**Jones' Turn:**
Solo Jones guns the engine, Sprinting and Charging his motorcycle at his opponent. Sadly, he rolls a 1 on his Sprint die, and falls short on his Joust attack by a full three inches. The Black Rider laughs at him.

**Black Rider's Turn (Combat):**
The Black Rider backs up an inch to give himself room (4") to build up 1d6 worth of Momentum. Peeling out, he lowers his lance and accelerates to meet Jones’ Charge.

The Black Rider’s lance has an extra inch of reach over the Poo On A Stick, so the Black Rider strikes first in the Joust rather than both sides striking simultaneously. Attack Modifiers for fast movement are cancelled because the riders are Charging directly at one another. The Black Rider rolls against his lance’s Use of 4. He rolls a 3 on his Skill of 1d6, barely missing Jones.

Feeling lucky to have survived, Jones may now make his Counterattack with his shorter weapon. Jones rolls his Skill of 1d10 vs. the Stick’s Use rating of 4, rolling a 5: success!

The strike does the Stick’s Damage Rating of 2d6. Jones spends his two MOM dice to add an additional 2d6, for a whopping 4d6 points of Damage. Before he makes the Damage Roll, however, he has to wait to see whether the Black Rider is able to Parry with the Shield.

The Black Rider attempts to Parry the Stick with his Shield. Jones’ Attack Roll of 4 is higher than his Shield’s Use rating of 2, so the Black Rider must roll a 4 to succeed. He rolls a 5, successfully Parrying the blow, but becoming splattered with Poo in the process.

The Black Rider is Shielded against Jones’s Joust thanks to his Shield Parry, reducing the Damage to 3d6, and Shielded a second time thanks to his Heavy Armor, reducing the Damage further to 2d6. Jones rolls a five and a three for a total of 8 Damage.

As a Rider, the Black Rider’s natural Armor is 1d6-1. Crossing his fingers, he rolls the Armor die - a 6! Happy to take advantage of his Critical Success, he rolls the Bonus 1d6 and scores an additional 3 points, for a total of 8 points of Armor - exactly enough to survive Jones’ powerful Poo attack. The Black Rider lives to laugh again!
MOC Combat

The BrikWars Core Rules give players the basic wargame rules and resources to slap a bunch of weapons into the hands of toy figures fresh out of the box and jump immediately into brutish dehumanizing violence.

As noble a pursuit as that may be, the Core mechanics could be applied just as easily to a fighting force of toy cars or teddy bears. A world of construction bricks offers infinitely more potential than the prepackaged plotlines of lesser toys, and therefore demands a breed of wargame with the flexibility to engage that limitless potential and crush it without mercy.

The MOC Combat rules give BrikWars this flexibility. Rather than presenting specific units and battles with pre-assigned stat blocks and storylines, MOC Combat supplies players with systems to support whatever weird and original units, structures, events, and gameplay they can spill out onto the tabletop.

Don't worry about having to scuttle your existing armies - all the units, weapons, and abilities listed in the Core Rules are compatible with the MOC Combat system, and players' new custom creations will fit in just fine with the standard old ones.

Making MOCKeries

Watching minifigs hack and smash each other into plastic bits is loads of fun, but few generals will be satisfied with minifigs-only combat in the long run - not while visions of tanks, castles, dinosaurs, and nuclear assault sleighs dance in their heads.

While it's possible to try to build a model to match a particular set of stats, the more exciting Creations result when players build the MOCs first and then match the stats to the finished models. If a Creation comes out a little more or less expensive than the budget calls for, that's no cause for alarm; nothing is more militarily authentic than a cost overrun. Players can add or remove a couple of minifigs from the army to make up the difference later. An arbitrary public execution or two will show the minifigs that their Humans mean business.

Design Overview

MOC (mōk)
(n.) Term used by plastic brick enthusiasts to describe constructions other than the ones designed by toy manufacturers and pictured on box covers. MOC is an acronym for "My Own Creation," which more often than not is a bald-faced lie, as fans shamelessly refer to any fan-made construction as a MOC whether it's Their Own Creation or not.

Abiological Binding Substance has unpredictable side-effects. The more ABS elements are gathered together, the more the Farce intensifies, and the more ridiculous the implausibilities that arise. These "Koincidences" warp reality in only one direction: the direction of conflict and mayhem, leading some to believe that insane or otherworldly minds guide them. These beliefs form the basis for all major minifig religions.

GLOSSARY

Creation: Any unit or object custom-built by a player. Brick enthusiasts traditionally call their Creations "MOCs," short for My Own Creation. BrikWars battles are much improved by high levels of MOCKery.

Structure: The central body of any Creation, not including limbs and surface devices. The term is also used for Creations that cannot move or act, such as buildings and landscape elements.

Vehicle: A Creation that is able to move but has no ability to act independently, such as a catapult or ice cream truck.

Creature: A Creation that is able to act independently, because it is alive or automated, such as a minifig or giant squid.

“Men of sense often learn from their enemies. It is from their foes, not their friends, that cities learn the lesson of building high walls and ships of war.”

- Aristophanes
Once you've got your model in hand, the first step for any Creation is to define its Structure (Chapter 7: Structures). All Creations begin with the same two Structural stats: Size and Structure Level, based on the size of the model and how tough the players decide it is. If the Creation is an asset to one of the players, rather than free scenery, then these two stats determine the Creation's Structure Cost.

For simple buildings and fortifications, that's all that's required. However, Creations are a lot more satisfying if they're loaded up with Weapons and Gunners (Chapter 8: Weapons), Propulsion systems and Pilots (Chapter 9: Vehicles), or even their own Minds and SuperNatural Abilities (Chapter 10: Creatures). Each of these are described in their respective chapters.

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<tbody>
<tr>
<td>It's fun to jump straight into battle using a company's official retail models, but their designs often leave a little to be desired. Off-the-shelf buildings, for instance, reliably suffer from a shortage of staircases and rear walls. Players can work around this if they're willing to use some imagination. (And if they're not, then boy are they playing the wrong game.)</td>
</tr>
</tbody>
</table>

**Implied Ladders**

Minifigs must use actual ladders and staircases if they exist on the model. If they don't, the ladders must be "implied" - off-screen somewhere but still available for use.

At the beginning of a turn, if a minifig is directly above or below the level he wishes to reach, he may sacrifice his Movement for the turn to use an **Implied Ladder** and "jump" directly upwards or downwards one level (or as close as the building model allows).

**Implied Ladders only exist inside of a Structure.** A minifig standing on the interior of a battlement wall can climb an Implied Ladder to the parapet; a minifig standing on the outside can not.

**Implied Walls**

Official models are often built as facades, with one or two walls present physically and the rest implied. As with Implied Ladders, **Implied Walls** exist off-screen but are dramatically unimportant.

A minifig on the outside of a building facade may only reach the interior by going over, under, or through the facade. A minifig that walks around the edge of the facade is still considered to be "outside," even if he is now physically on the interior side of the facade. This violation of Euclidean spatial geometry confuses and angers Humans, who are within their rights to roll 3d6 and "regardless of the result - pick up the minifig and hurl him across the room."

Minifigs on the "interior" of a facade may not walk around the sides. They must always stay in the area directly behind the facade.

---

**Fancy Dice**

In order to keep things easy for beginning players, the Core Rules limit themselves almost entirely to regular six-sided cube dice (d6es), with an occasional d10 thrown in for the spicier bits. For custom MOCs, however, a wider variety of dice are required.

A d4, d6, d8, d10, and d12. Fancy dice in all kinds of polyhedral configurations are available for purchase online or at gaming hobby stores. Any real tabletop gamer is well familiar with these and has several pounds of them immediately at hand.

The wider range of dice are treated the same in MOC Combat as the d6es and d10s in the Core Rules (1.2: Numbers). Each is referred to by its number of faces (a four-sided die is called a "d4"), any roll in which all the dice come up with a result of "1" is considered a Critical Failure, and any die that comes up on its highest-numbered face (an 8 on a d8, a 12 on a d12) generates a Bonus d6 for the roll (with the exception of the d4, explained below).
While all dice are handled in a roughly similar way, they each have an individual flavor dictated by tradition and superstition.

**The Incompetent D4**

*Shape: Tetrahedron Average Value: 2.5 (no Bonus Dice) Used for: Mindlessness*

What's the one requirement of a die? Players roll it and a number comes up.

As far as minimum performance standards go, this isn't a tough one to meet, but a **d4** can't manage even that much. Numbers are scattered helter-skelter all over every face, and not a single one of them is "up." Players need a secret decoder ring just to figure out the result of the roll. D4s aren't even that great when used as caltrops, since construction bricks have sharper corners and there are usually a lot more of them.

The **d4** is the most unsatisfying of all dice, and is used to represent incompetence and uselessness of all kinds. It is especially reserved for mindless destructive processes, like fire, disease, and consumerism.

The **d4** is unique in that it never earns a Bonus Die, no matter how well it rolls. It will never exceed its low natural limit of 4.

**The Basic D6**

*Shape: Cube Average Value: 3.5 (4.2 with Bonus Dice) Used for: Most Everything*

Standard units and objects use the square and reliable **d6**. A **d6** indicates a regular unit or object that has the basic features or training to accomplish its duties, but is not otherwise exceptional.

Because the majority of units and weapons are based around the **d6**, players may end up needing huge piles of them if the battle is very large. Fortunately most gaming hobby shops sell uniform dice blocks of a few dozen small **d6**es for fairly cheap. Dice blocks in contrasting colors make the game experience a lot smoother, since every player will have plenty of their own dice and they won't have to keep passing a limited supply around the table.

**The Specialist D8**

*Shape: Octahedron Average Value: 4.5 (5.025 with Bonus Dice) Used for: Special Training and Blast Weapons*

The **d8** is used for units with special training or advanced skills. These are indicated on its Stat Card, either in the stat boxes or in the unit's Specialty descriptions.

The **d8** is also used for Blast damage that spreads over an arc, such as a dragon's breath weapon or a **ShotGun** blast.

**The Heroic D10**

*Shape: Pentagonal Trapezohedron Average Value: 5.5 (5.92 with Bonus Dice) Used for: Structures, Explosions, and Heroes*

If something really awesome is happening, odds are good that **d10**s are involved. The **d10** is used for siege-level weapons, vehicles, creatures, and fortifications, as well as for Heroes. They are also the die used for Explosion Damage, where the number of **d10**s determines the radius of an Explosion.
The SuperNatural D12

_Shape: Dodecahedron  Average Value: 6.5 (6.85 with Bonus Dice)  Used for: magikal and extradimensional effects_

The **d12** is rarely seen in BrikWars, and is reserved for unique SuperNatural entities and effects. Wizards, demigods, and superheroes may have access to d12s if they're powerful enough, but for regular mortal units (and even Heroes) this die is out of reach.

The d12 is also used for magical, chaotic, and energy-based types of damage that bypass a target's Shielded bonuses. Damage from the effects of lightning bolts, ghost launchers, and BrikThulhuian soul disruptors is measured in d12s that cannot be Parried or reduced by Heavy Armor.

The Nonpossible D20

_Shape: Nonexistent Icosohedron  Average Value: Null  Used for: Ensanity_

The **d20** is reserved for BrikThulhu alone.

**Humanity**
The mysterious Human overlords rule over all the forces of Kanon. Minifig Clerix teach that a Human is a kind of sentient beer can that grows cheez-powder-flavored meat hands and throws Dice when angered.

“If you wish to make an apple pie from scratch, you must first invent the universe.”

- Carl Sagan

Faced with the myriad possibilities demanded by instructionless bricks, the construction of unique physical Creations is only the beginning. These Creations exist within nebulous realities that only gain definition as the Humans stage battles within them. The Humans’ parasitic enjoyment of these battles and the context they build around them are the catalysts around which new BrikVerses coalesce and take form.

The Kanon

"'It doesn’t happen all at once,' said the Skin Horse. ‘“You become. It takes a long time. That’s why it doesn’t happen often to people who break easily, or have sharp edges, or who have to be carefully kept. Generally, by the time you are Real, most of your hair has been loved off, and your eyes drop out and you get loose in the joints and very shabby. But these things don’t matter at all, because once you are Real you can’t be ugly, except to people who don’t understand.’”

- Margery Williams, The Velveteen Rabbit

<table>
<thead>
<tr>
<th>Kanon Fodder</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dramatic, memorable, and awesome elements have a large Kanon, especially as they become entangled and reinforced with Kanon events and characters from the same timeline. Boring, forgettable, and lame elements have a tiny or even inverted Kanon, and Humans will work to rationalize them out of existence.</td>
</tr>
</tbody>
</table>

A powerful enough Kanon has the strength to alter history retroactively, even...
The law of toys is that toys are only real when Humans believe in them, and they all live in terror of losing their Humans’ faith. More important than any victory on the battlefield, minifigs know that they must capture and hold a Human's interest in order to continue existing. Not only are unmemorable battles abandoned, forgotten, and erased from reality, but they create the risk of starting a Dark Age in which a fickle Human turns its attention away to unfathomable and alien subjects like "video games" or "dating."

Creations and storylines in a BrikVerse have different degrees of reality, determined by their Human's belief and interest in them. This belief, and the ontological weight it confers, is called Kanon. For minifigs, the true spoils of a BrikWar aren't the enemies slain or the bricks looted, but the chance to be immortalized in Kanon.

At a battle's end, whether due to victory, defeat, or just running out of time, Human players should pause to drink and feast and reflect on their minifigs' deeds. Notes or photos can be ignored; accuracy is beside the point. Players decide which characters, events, and creations were the most epic, and which outcomes were most important to the continuing storyline. Sometimes, but not always, this will include who won the battle. Just as likely, they may celebrate the characters that failed in their objectives most heroically. Sometimes it will be about the forces who ignored their nominal goals completely and managed to achieve something ridiculous and majestic in spite of them. Sometimes it will be about the destruction wrought by the cat.

Starting with the most important event, the group of players declares one player as the Winner of that event, and one of his opponents as the Loser. The Winner declares what happens as a direct result of the event, starting with the phrase "After the battle." Subtle or drastic, tiny or world-spanning, as long as the rest of the group doesn't object too strenuously, his story becomes Kanon.

The Loser can immediately modify the new Kanon with a "BUT ALSO" effect. The modification cannot have an effect greater than half the size of the Winner's Kanon effect, as judged by the group's best estimate. Once again, as long as no one objects, his caveat becomes Kanon as well, and the group can either move on to the next most important event or declare their Kanonical meddling complete.

### Example: Mechs Versus Zombies

**Example:** Manda's invasion of medieval zombies has been successfully repelled by her kids Avery and Toby and their defensive force of army mechs. They discuss the high points of the battle.

**First Kanon:** The unanimous high point of the battle was when Avery's mech killed an airborne burning zombie dragon by jumping up into its butt hole and self-destructing. Avery is declared the Winner, and Manda the Loser.

Avery: "After the battle, the mech pilot survived the explosion and is declared king of the army guys and gets his own TV show. The army makes exploding mechs part of their main strategy."

Manda: "BUT ALSO... The mech pilot was wounded in the explosion and one of his arms is infected with zombie dragon poop. Also, no one wants to be an exploding mech pilot, so the army has to force prisoners to drive them."

**Second Kanon:** The second point of Kanon occurred earlier, when the zombie dragon flew into the chasm to grab burning zombies to throw as projectiles, spreading flames everywhere and setting itself on fire in the process. Manda is the Winner and Toby is the Loser.

Manda: "After the battle, the zombie king develops a new kind of zombie that's immune to fire, so he can use them as flaming weapons."

Toby: "BUT ALSO... they have a weakness against water attacks!"
The Almighty Benny, Lord of Genies and most benevolent of all the Spirits of the Game, rewards the awesome faithful with the ability to be awesome all over again.

Steering the Fun

Players new to BrikWars might ask, "Why Third Kanon:

The third point of Kanon was when the mechs used all their missiles to blow a fiery chasm into the ground underneath the zombies, halting their advance and setting them all on fire. Avery is the Winner, and Manda is the Loser.

Avery: "After the battle, the chasm gets bigger and fills with water and now the army guys have a moat to protect them from any more zombie attacks."

Manda: "BUT ALSO... the moat water is full of zombie ash, so any people or animals that drink from the water are turned into zombies."

Final Kanon: The overall result of the battle is that the army mechs have successfully defended their city from zombies. Toby is the Winner and Manda is the Loser.

Toby: "After the battle, now that the zombies are defeated, the army can send all its mechs to conquer the orcs."

Manda: "BUT ALSO... everyone knows orcs aren't real. The army guys are just imagining them."

Toby: "Then what am I going to do with all these orc minifigs?"

Manda: "Okay, you're right. BUT ALSO... the orcs are secretly teamed up with the zombies, so there are secret zombie reserve forces waiting to ambush the army from behind as soon as they attack the orcs."

The Almighty Benny

“O Lord our Father, our young patriots, idols of our hearts, go forth to battle - be Thou near them! With them, in spirit, we also go forth from the sweet peace of our beloved firesides to smite the foe.

O Lord our God, help us to tear their soldiers to bloody shreds with our shells; help us to cover their smiling fields with the pale forms of their patriot dead; help us to drown the thunder of the guns with the shrieks of their wounded writhing in pain; help us to lay waste their humble homes with a hurricane of fire; help us to wring the hearts of their unoffending widows with unavailing grief; help us to turn them out roofless with their little children to wander unfriended the wastes of their desolated land in rags and hunger and thirst, sports of the sun flames of summer and the icy winds of winter, broken in spirit, worn with travail, imploring Thee for the refuge of the grave and denied it - for our sakes who adore Thee, Lord, blast their hopes, blight their lives, protract their bitter pilgrimage, make heavy their steps, water their way with their tears, stain the white snow with the blood of their wounded feet!

We ask it, in the spirit of love, of Him Who is the Source of Love, and Who is the ever-faithful refuge and friend of all that are sore beset and seek His aid with humble and contrite hearts. Amen.”

- Mark Twain

Kanon ensures that awesomeness within a BrikVerse compounds over time, and the Spirits of the Game act to cultivate and intensify that awesomeness without regard for moderation or responsible BrikVersal conservation practices. They shine their favor on minifigs who are awesome more often than on ones who are merely sub-awesome, and the Spirit known to reward the faithful most directly is the Almighty Benny.

For Humans, the majority of BrikWars is about humiliating their opponents and grinding their forces into scattered plastic debris. When an Enemy does something awesome that deserves a reward, on the other hand, the Almighty Benny allows a player to give that Enemy a ray of hope and pride before heartlessly crushing them under heel once again.

Any time an Enemy does something cool that makes the game better, a player can award him an Almighty Benny. Worthy examples include:
would I willingly choose to give my Enemies more power?" This is because they don't yet understand the Spirits of the Game.

Almighty Bennies give players the opportunity to steer the group towards exactly their preferred kinds of fun, and the mutual fun of everyone at the table supercedes all other goals. (If players are worried about winning or losing more than about having fun, they're playing the wrong game.)

If a player likes awesome models, he'll give Bennies for awesome models. If he likes hilarious hijinks, he'll give Bennies for hilarious hijinks. This keeps everyone at the table explicitly aware of what makes the game most fun for everyone else, and the more freely he hands out Bennies, the more freely he's likely to receive them in return - unless he's playing with a bunch of total lame-asses, in which case it's better to find out about it sooner rather than later, so he can forget to invite them next time.

hosting the battle, especially if they took care of setting up an awesome battlefield

building awesome models

doing anything awesome that causes everyone at the table to say "that was awesome" and exchange high-fives

doing anything awesome that causes everyone at the table to laugh their butts off, especially when it results in self-inflicted casualties

demonstrating extreme sportsmanship, character, enthusiasm, genius, bloodlust, hospitality, stupidity, brand loyalty, or any other attribute the player personally finds awesome and would like to see more often

acts involving beers and/or doughnuts and the awesome distribution of said beers and/or doughnuts

To make an Almighty Benny, a player grabs any pair of construction bricks, attaches them together, calls it an Almighty Benny, and gives it to his Enemy. He may give it a name commemorating the act that brought it about (e.g., "The Almighty Benny of Heroic Self-Decapitation.") At any moment from that point forward, the Enemy can break the two bits apart for a bonus one-time Almighty +1d6 to any standard roll or stat.

The rules governing the Almighty Benny are as follows:

Each Almighty Benny can be used exactly once to add a one-time +1d6 to any roll or stat, except when rolling for What I Say Goes or a HeroicFeat.

While each individual Benny can be used only once, if a player has multiple distinct Bennies he can spend as many of them in a single roll as he likes.

You can only give Almighty Bennies to your Enemies, knowing that they'll almost certainly use them against you (1.4: The Spirit of the Game).

Theoretically, the recipient can use the Almighty Benny against anyone at the table, but it's much more satisfying for everyone if he uses it against the player who gave it to him.

Don't give Almighty Bennies to one Enemy in the hope that he'll use them against another, because that's super lame.

You cannot place any conditions on the use of an Almighty Benny. Once it's in your Enemy's hands, he can use it however he wants.

It's nice if Benny recipients can find a way to spend their Almighty Bennies on actions related to whatever the Bennies were awarded for in the first place, but they can really use it for whatever they want (excluding Feats and What I Say Goes rolls, of course).

Instant Bennies

There's a slightly less-Mighty type of Benny which grants the same Almighty +1d6, but can't be saved for later turns. An Instant Benny represents a momentary advantage for the army that possesses it. An Instant Benny can be granted at any time, but if it isn't spent, it disappears at the end of the recipient's turn and the opportunity is lost.

Instant Bennies can't be saved from turn to turn, so there's no point in trying to earn one if you're not in a position to spend it immediately.

Unlike regular Almighty Bennies, Instant Bennies are awarded automatically when certain conditions are met, and their use is subject to restrictions. There are five situations in which Instant Bennies are traditionally awarded automatically: First Blood, Deadly Ground, Inevitable Betrayal, Last Man Standing, and King of the Hill.
The Instant Benny of **First Blood** is awarded to the first player to kill a minifig belonging to an Enemy.

Instant Bennies of **Inevitable Betrayal** are awarded to a player who betrays his allies.

Once the First Blood Benny has been handed out, all players acting in cooperation with one another, whether having agreed to simple non-aggression or committed to a full-blown military alliance, are vulnerable to Inevitable Betrayal's sting.

For each alliance a player is involved in, he keeps a pile of Betrayal bricks. If he's in more than one alliance, he can have more than one Betrayal pile, preferably color-coded so that everyone can tell which is which.

At the beginning of each of his turns, a player with surviving allies must decide whether or not it's time to **Betray** them yet. If he decides to remain faithful to his allies for that turn, then he adds a Betrayal brick to each pile, and continues playing as normal.

If he does decide to Betray one or more allies, on the other hand, then all the bricks in his Betrayal pile for that alliance turn into Instant Bennies that he can spend against his former allies. The more Betrayal bricks he has, the more tempting the Inevitable Betrayal becomes, so players should always keep one eye on their supposed "friends!"

Once the player has Betrayed an alliance, he is no longer part of it and can't be Betrayed in return. If he decides to rejoin the same alliance later in the battle (and if they let him), he must restart his own Betrayal pile for that alliance from scratch, while theirs continue at full strength.

The Instant Benny of **Deadly Ground** is awarded to any army that has at least one unit in Enemy territory. Each army can earn this Benny once per turn, and multiple opposing armies can be earning these Bennies at the same time.

In most battlefields, a unit is in Enemy territory if it's closer to that Enemy's starting position than it is to its own. The boundary can be easily marked by placing monuments or landmarks at the halfway points between players.

In scenario battles, territory is defined in more concrete terms - in a siege, for instance, the territory inside the defensive wall belongs to the defenders, while territory outside belongs to the besiegers.

Only the units that are in Enemy territory can use Instant Bennies of Deadly Ground, and they can only use them against the Enemy whose territory they're in.

In scenario battles, the Instant Benny of **King of the Hill** is awarded to units who achieve the scenario's special identified objectives.

The most common objectives are to seize and hold particular critical locations or pieces of equipment, frequently involving flags and the capture thereof. Once per turn, each held objective grants a King of the Hill Benny that can be used by the unit or units with uncontested control over it.

The Instant Benny of **Last Man Standing** is awarded to any player who only has one minifig left alive at the beginning of a turn. The minifig can continue to get a new Last Man Standing Benny at the beginning of each following turn until he either dies or receives reinforcements.

Plotting for Betrayal

Backstabbing can be a tricky thing. Especially in groups with young children for players (or the adult equivalents), out-of-hand betrayals can lead to destroyed friendships, temper tantrums, and tears.

If this kind of trauma appeals to you, you should try to set up your Objective so that it takes the whole team to achieve them, but only one player can reap the spoils.

For example, in the Second VladTron Rebellion (BR 2,005), King MethHouse commanded his vassal Rainbow Knights to lay siege to the DarkTron Fortress, but let it be known that only the one who stayed Lord VladTron would inherit the Kingdom of Mocia. Once the walls were breached, a massive backstabbing between allies unavoidably followed, as each knight strove to prevent the others from landing the crowning blow. Lord VladTron escaped and went on to lead a final uprising in BR 2,006.
Ablogical Binding Substance is the material from which the engineers of Galactik Civilization build all important constructions. Its mysterious properties allow fuelless vehicles, impossible structures, rebuildable lifeforms, and completely unexplained sources of energy, thought, and motion - in short, everything that makes a BrikWar work. The reality-warping effects of ABS allow Mediks to bring dead soldiers back to life, Mechaniks to create vehicles from debris in seconds, common housepets to mutate into unstoppable monsters, fully-staffed castles to materialize next to military bunkers, pirate ships to sail in outer space, and armies from parallel universes to arrive at the wrong battlefields a thousand years early.

While the strange influence of ABS can never be fully defined or understood, minifig Mystiks believe that the effects radiate in tune with an underlying Farce that binds all bricks together. Under the influence of this Farce, impossible and ridiculous events occur according to how entertaining they are, rather than respecting normal rules of probability. While this serves almost exclusively to make the universe more awesome, there can be negative effects where cynicism and frustration take root. Minifigs succumbing to the Snark side of the Farce are dangerous opponents of fun, but for the heroic forces who are willing to face them down and destroy them, these enemies represent nothing but further opportunities for glory.

The purest form of naturally-occurring ABS is found in Legitimitium ore, commonly shortened to Leg-Ore. Fake or corrupted Legitimitium Ore is lumped under the derogatory acronym CLO, short for Counterfeit Leg-Ore. CLOan bricks are cheaper to obtain than Leg-Ore, but result in half-assed constructions and defective devices that enrage any minifig that witnesses them.

Evidence of ABS having existed in previous universes reaching as far back as the 1,963rd RetKon, making it retroactively older than any known form of life by a tremendous amount. It is believed that the presence of ABS plays a crucial role in the Reconstruktability of destroyed universes, and in the slow development of complex life forms over many iterations.
Chapter Seven: Structures

“Creative powers can just as easily turn out to be destructive. It rests solely with the moral personality whether they apply themselves to good things or to bad. And if this is lacking, no teacher can supply it or take its place.”

- Carl Jung

Chapter 7: Structures

7.1 Structure

Structure vs. Surface Elements

Structural Attributes

7.2 Taking Damage

General Damage

Component Damage

Special Damage

7.3 Field Construction

The Mechanik

Field Construction

Patch Repairs

Disassembly

Ray the Mechanik may not seem like the most dangerous force in the universe, but given the time and resources, he will build the Creations that destroy empires and shatter Civilizations.

The Assyrian warship Sonks, captained by the legendary Major Natalya and constructed around the Hyper Phase Cannon, is the most decorated ship in the Assyrian military. After first seeing action as a Longinus IV-B class Assyrian Corvette, the Sonks has been retrofitted into a Venus class Destroyer in response to the escalating threat from the Stranian capital ship Hodgepodge and its supporting fleet.

Once a decent-sized Creation like the Sonks enters the game, the all-minifig style of combat described in the Core Rules seems inconsequential at best.

There is no environment more dangerous to the fighting minifig than the flat open field presented by the typical dining room table or hardwood floor.

This is not to disparage the attractive qualities of quicksand patches, minefields, black holes, and lakes of molten lava, but their hazards are limited primarily to simple immediate death. To minifigs, an empty field is much more terrifying. Without strong points to exploit, choke points to control, hazards to avoid, and beautiful vistas to annihilate, minifigs face the overriding danger of becoming tactically disoriented or, even worse, bored.

Adding insult to injury, minifigs are tender, fragile, and slow compared to armored vehicles and other large units. Without cover to hide behind, they have a tendency to get ground up like plastic hamburger meat. Therefore, it's best for battlefields to be populated with enough Structures to give minifigs a satisfactory range of tactical options. Whether it's with walls and fortifications, trees and rivers, peaks and valleys, cliffs and caves, or gas stations and convenience stores, the more variety that's available to minifigs in the field, the better.

7.1: Structure
Underneath all the devices and decorations, every physical object in the BrikWars universe is a Structure at heart, from the minifig and his weapon and the grassy knoll he's crouching on, to the public library and the elementary school he's targeting for orbital bombardment. The majority of these are simply handled as free scenery, not owned or paid for by any player, but it's still important to be able to cook up some quick attributes in order to know how efficiently they can be reduced to smoking craters.

Structure vs. Surface Elements

The foundation of any Creation is its central Structure, upon which the non-Structural Surface Elements (limbs, weapons, devices, decorations, etc.) are mounted. As a rule of thumb, any section of the Creation with an ‘interior’ (whether for cargo, minifigs, machinery, or vital internal organs) is Structural.

Surface Elements

Any parts that are decorative, moving, have activated functions, or are otherwise not an integral part of the main Structure are Surface Elements. Non-Structural Objects in the Structure’s interior, such as furniture, security systems, or intestines, are also considered to be Surface Elements. Surface elements added for a tactical purpose are purchased as Weapons or Devices (7.3: Weapons); otherwise they are free, and great for adding color and interest to an otherwise humdrum and dreary battlefield.

<table>
<thead>
<tr>
<th>Creation Type</th>
<th>Structural Elements</th>
<th>Surface Elements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Building</td>
<td>walls, floors, basement, roof, load-bearing columns</td>
<td>furniture, machine gun nest, satellite dish, drawbridge, searchlights</td>
</tr>
<tr>
<td>Vehicle</td>
<td>chassis, cockpit, fuselage, cargo hold, trailer</td>
<td>wings, rockets, wheels, laser cannon, crane arm, shield generator, fuzzy dice</td>
</tr>
<tr>
<td>Creature</td>
<td>skull, torso, trunk</td>
<td>limbs, wings, jaws, tail, fins, tentacles, weapons, bunny slippers, brains</td>
</tr>
</tbody>
</table>

Structural Attributes

A Structure has two main attributes: Size and Structure Level, which together determine its Base Cost.

Size

To determine a Structure’s Size, take your model and measure the number of inches along the Structural section's longest dimension. For a wall this would be its length, for a tower this would be its height, for a sphere you would measure its diameter, and so forth. Ignore Surface elements when making this measurement, and round fractions upward or downward according to preference. The number of inches measured is the Structure's Size rating.
The variety of possible Creatures is limitless, but gauging their relative strength is as simple as measuring the lengths of their spinal column and cranium, tails and jaws excluded.

Most Structures have a minimum Size of 1, but for very small Creatures (snakes, bats, scorpions, and parrots, for instance) a Size rating of zero is allowed. These tiny zero-Sized Creatures are called Vermin and do not receive an Armor Level like other Creations. By default, Vermin have zero points of Armor and a Base Cost of zero CP.

**Structure Level**

A Structure’s Armor is determined by its **Structure Level**. A Creation’s Structure Level is chosen by the player, according to what seems most appropriate, with a maximum Structure Level equal to the Creation’s Size.

<table>
<thead>
<tr>
<th>Structure Level</th>
<th>Armor Rating</th>
<th>Equivalent Materials</th>
<th>Building Example</th>
<th>Vehicle Example</th>
<th>Creature Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>glass, paper, soap bubbles</td>
<td>tent</td>
<td>hot air balloon</td>
<td>butterfly</td>
</tr>
<tr>
<td>½</td>
<td>1d6</td>
<td>rope, drywall, plastic, flesh</td>
<td>plastic outhouse</td>
<td>hang glider</td>
<td>minifig</td>
</tr>
<tr>
<td>1</td>
<td>1d10</td>
<td>wood, sheet metal, steel cables, kevlar</td>
<td>wooden outhouse</td>
<td>sports car</td>
<td>troll</td>
</tr>
<tr>
<td>2</td>
<td>2d10</td>
<td>brick, log walls, wrought iron</td>
<td>brick outhouse</td>
<td>pirate ship</td>
<td>dragon</td>
</tr>
<tr>
<td>3</td>
<td>3d10</td>
<td>concrete, stone, steel plating</td>
<td>castle</td>
<td>tank</td>
<td>stone golem</td>
</tr>
<tr>
<td>4</td>
<td>4d10</td>
<td>heavy steel, nuclear bunker</td>
<td>capital</td>
<td>Olympian</td>
<td></td>
</tr>
</tbody>
</table>
A Creation's Structure Level can never be greater than its Size, but otherwise it's entirely a judgment call on the part of the players. The Armor of a dragon, for instance, might be anywhere from 1d6 to 3d10 depending on its size, age, and type. Keep in mind that the larger and more heavily-armored a Structure is, the more it will cost.

As a rule of thumb, all Surface Elements, interior walls, weapons, or devices have a Structure Level one level below that of the main Structure. Any exposed hinges, turret pivots, or other moving attachment points are considered "weak points" and are also one Structure Level weaker. However, unless the Structure Level of the main body is already at zero, these Surface Elements and weak points can never be reduced to below a minimum Structure Level of ½ and Armor Rating of 1d6.

Incidental decorations and other objects mounted to the Structure may have higher or lower Armor Ratings as seems appropriate to their particular nature.

**Base Cost**

*Base Cost: (Size\(^*\) x Structure Level) \(\text{CP}\)*

When the Size and Structure Level have been determined, multiply them together. The result is the Structure's **Base Cost**. A player must pay this many \(\text{CP}\) in order to build the Creation's central Structure.

Additional devices and abilities, such as weapons (*Chapter 8: Weaponry*) and propulsion systems (*Chapter 9: Vehicles*), must be purchased separately. These are described in later chapters.

### 7.2 Taking Damage

> "All created things are impermanent."
> - Buddha

For minifigs and other small Creations (Size 1" or less), injuries are simple to deal with. Damage higher than their Armor rating kills or destroys them; Damage of an equal or lesser amount has no effect.

A larger Creation takes more work to destroy; overcoming its Armor rating doesn't grant an instant kill. Depending on how large the Creation is, the Damage might only weaken it by stages or break off chunks of individual bricks.

When attacking a large Creation, players can handle the Damage in two ways. **General Damage** harms the Creation as a whole, weakening its overall abilities and wearing it down by attrition. **Component Damage** lets attackers focus on destroying individual systems or construction elements.

**General Damage**

Targeting a Creation for **General Damage** doesn't take a lot of precision – the attacker just has to be able to target any part of its central Structure (*7.1: Structure*). This will often grant a nice bonus to the Attack Roll, since the attacker can take a Size bonus for however much of the Structure is visible to him (+1 bonus per 2" target Size; see *5.1: Making*)
Effective Size
A Structure's Effective Size is what remains when its points of Size Damage have been subtracted from its actual, physical Size. When a Structure’s effective Size is reduced to zero or less, it is destroyed.

Size Damage
As when attacking minifigs, General Damage must first exceed the target’s Armor to have any effect. If it does, the target Creation takes one point of Size Damage, represented by sticking a colored Damage Pip to a prominent spot on the Creation or its baseplate. Black or red 1x1 bricks are the usual choice for Damage Pips, although other elements may be used for convenience or better visibility.

When a Creation takes a point of Size Damage, it remains the same physical size, but it receives disadvantages as if its effective Size were reduced by one inch. (Any potential advantages that would result from a smaller Size, such as a decreased targeting bonus for attackers, are ignored.) The weapons and devices the Creation can activate during a turn, as well as the Creation's maximum Momentum in a Charge attack, are decreased as if it were one inch smaller. Additionally, its Move is decreased by 1" (to a minimum of 1"). As the Creation takes further points of Size Damage, all of these penalties are cumulative.

Most importantly, if a Creation's effective Size is decreased below the minimum requirement for its Structure Level, its Structure Level is decreased to match, making badly damaged Creations even more vulnerable. Surface Elements and moving parts whose Structure Level is relative to that of the main Creation are also weakened accordingly, to a minimum Structure Level of ½ and Armor of 1d6.

If Size Damage is enough to reduce a Creation's effective Size to zero, the Creation is destroyed in the manner that seems most appropriate. Towers collapse, spaceships explode, whales go belly-up, zeppelins burst into flame, and pirate ships sink to the briny bottom. Creations of Size 1" (and Vermin of Size 0") are destroyed on the first point of Size Damage.

Size Damage Example: Super Heavy Death Tank

Example: The Briktopian military has received reports of a small bar serving Maniac Beer to its patrons - a serious offense! The Super Heavy Death Tank "Vindicator" is sent to defend Briktopian liquor licensing regulations by destroying the bar and all its patrons.

The SHDT Vindicator is so large that it serves as a carrier vessel for lesser tanks, and with an Armor of 4d10 it can absorb a huge amount of Damage for each of its 14 inches of Size. An opposing force would have to be fools to try to take it down with general Size Damage rather than with more precisely targeted attacks, but - under the influence of Maniac Beer - the bar’s patrons attempt exactly that.

<table>
<thead>
<tr>
<th>Size Damage</th>
<th>Effective Size</th>
<th>Structure Level</th>
<th>Armor</th>
<th>Move</th>
<th>Max Weapon</th>
<th>Max Weapon Inches</th>
</tr>
</thead>
<tbody>
<tr>
<td>out of 14&quot;</td>
<td>Size - Size Damage</td>
<td>Limited to Effective Size</td>
<td>(SL)d10</td>
<td>Move - Size Damage</td>
<td>Effective Size x 2&quot;</td>
<td></td>
</tr>
<tr>
<td>0&quot;</td>
<td>14&quot;</td>
<td>4</td>
<td>4d10</td>
<td>10&quot;</td>
<td>28&quot;</td>
<td></td>
</tr>
<tr>
<td>-1&quot;</td>
<td>13&quot;</td>
<td>4</td>
<td>4d10</td>
<td>9&quot;</td>
<td>26&quot;</td>
<td></td>
</tr>
<tr>
<td>-5&quot;</td>
<td>9&quot;</td>
<td>4</td>
<td>4d10</td>
<td>5&quot;</td>
<td>18&quot;</td>
<td></td>
</tr>
<tr>
<td>-7&quot;</td>
<td>7&quot;</td>
<td>4</td>
<td>4d10</td>
<td>3&quot;</td>
<td>14&quot;</td>
<td></td>
</tr>
<tr>
<td>-9&quot;</td>
<td>5&quot;</td>
<td>4</td>
<td>4d10</td>
<td>1&quot; (min. Move)</td>
<td>12&quot;</td>
<td></td>
</tr>
<tr>
<td>-10&quot;</td>
<td>4&quot;</td>
<td>4</td>
<td>4d10</td>
<td>1&quot;</td>
<td>8&quot;</td>
<td></td>
</tr>
</tbody>
</table>
Never having been known for its sense of fair play, this Mega Bloks dragon aims for a particular weak spot while making a bite attack on its LEGO counterpart. Finer points of reptilian anatomy aside, it wouldn't be unreasonable for players to grant this attack a couple extra dice of damage or some especially crippling side effect.

```
| -11" | 3" | 3 | 3d10 | 1" | 6" |
| -12" | 2" | 2 | 2d10 | 1" | 4" |
| -13" | 1" | 1 | 1d10 | 1" | 2" |
| -14" | 0" |   |       |    |    |
|       |    |   | Destroyed |    |
```

* - A Structure can only fire as many Weapon Inches in a single turn as twice its Size. See 8.1: Weapon Size.

The first few points of Size Damage are enough to immediately start slowing the Vindicator's Move and, more importantly, decreasing its attack capacity. At nine inches of Size Damage, its regular Move of 10" is reduced to the minimum of 1" - further Size Damage does not reduce it any farther. It takes eleven inches of Size Damage before the SHDT's Effective Size is reduced to under 4", causing decreases to its Structure Level and Armor.

In theory, at fourteen inches of Size Damage, the Vindicator's Effective Size is reduced to zero, and the tank is destroyed. The chances for a handful of drunken bar patrons to accomplish this are slim to none, however.

### Component Damage

When an attacker wants to focus damage on a Creation's particular weak point, he may single out an individual construction element for **Component Damage**. This takes a little more accuracy than a General attack - many elements are small enough to incur Attack Penalties for size, although a very few are still large enough to still confer a small bonus (5.1: Making Attacks).

The advantage of Component Damage is that the targeted sections can often have much lower Armor ratings than the Creation’s main Structure. For most Creations, only the outer Structural shell uses the full Armor rating. The Structure Level of Surface elements, interior components, and exposed joints and hinges are one Structure Level lower than the main Structure (these can't be lowered below Structure Level ½, however). Individual decorative features may have even lower Structure Levels as players feel appropriate.

If Component Damage exceeds the target element's Armor rating, then the element is chopped, smashed, or blasted off of the Creation as seems appropriate. The attacker removes either a single building element or a chunk of bricks up to 1" in Size. Where possible, players should try to make the damage appropriate to the attack type – piercing armor plating with an energy blade makes a more precise cut than pounding it with mortar fire. Explosives are especially satisfying when used for Component Damage, as they can potentially destroy a large number of Components in their blast radius at once.

If a Creation is made up primarily of a single very large element, such as a towering Cthuloid Furry Horror made out of a stuffed teddy bear, it's poor form to try and use Component Damage to try and destroy the whole thing in one hit. Use General Damage, or choose a specific feature to disable rather than destroying the whole element.

### Applications

The precision of a Component Damage attack allows for several possible applications. A tank's armor, a castle...
wall, and a dragon's ribcage can all be breached to expose the juicy innards to more effective follow-up attacks. Critical devices like steering wheels, helicopter blades, and kneecaps can be targeted and disabled individually.

By targeting narrow connection points (the tail section of a helicopter or the waist of a giant wasp), a successful Component Damage attack can divide one large Creation into two or more smaller ones. The Size Ratings of the new smaller Creations are reduced to reflect their new stature, but each then inherits the full Size Damage of the original Creation, which may mean that one or both are instantly destroyed. Each section may use whichever weapons and devices remain attached to it, but only if it still has the necessary remaining Size rating and controls to activate them (Chapter 8: Weaponry).

**Special Damage**

When the Damage from an attack is much higher or much lower than the target’s Armor rating, players may decide to use special forms of Damage to account for the effects. Special Damage takes a little more work than the usual kind and should be saved for appropriately special occasions.

**Grinding**

Given enough time, a woodcutter’s axe can chop down a telephone pole, a battering ram can beat down reinforced gates, and a hammer and chisel can punch a leak in the hull of a submarine. When the Armor of a target is too great to ever be overcome in a single attack, Grinding Damage can be used to grind down the Armor of specific components over the course of several turns.

Grinding can only be used in Component attacks. Grinding is different from a regular attack, and a player must declare that he is Grinding before rolling for Damage. Rather than comparing the Damage total to the target component’s Armor rating, he instead compares the result on each individual Damage die to the component’s Structure Level (e.g., a component with Armor rating 4d10 has a Structure Level of 4 (7.1: Structure)). For each die that comes up greater than the Structure Level, the component receives one point of Grinding Damage (use Damage Pips to keep track of this if necessary). These points of Grinding Damage are permanent, and are added to the Damage of all future attacks against that component.

**Overkill**

Normally, points of Damage in excess of a target’s Armor rating are ignored. If an attack is so powerful that players think that even the excess Damage would be enough to overcome the target's Armor, then that excess amount can be treated as Overkill Damage. Especially powerful attacks may cause enough Overkill Damage to inflict multiple points of Size Damage, destroy several Components all at once, or even blow through multiple targets.

When an attacker makes a successful attack and decides to go for Overkill, he keeps track of the total Damage inflicted and the defender's unsuccessful Armor Roll against it. (If it looks like the attack might blow through multiple targets rather than simply dealing multiple layers of damage to a single target, he'll keep track of the initial Attack Roll as well - this is described further below.) After applying the appropriate General or Component Damage destruction from the initial attack, he then subtracts the result of the Armor Roll from the Damage done to find out how many points of Damage were "left over." This new total becomes Overkill Damage, and continues in the path of the original attack, doing more of the same type of damage (either General or Component Damage) to whatever objects it hits.

When an attacker causes General Overkill from a General Damage attack, he will most often be inflicting multiple
points of Size Damage against a single target. If any of these reduce the target's effective Size enough to lower its Structure Rating, any following points of Overkill are applied to the target's new, lower Armor Class, kicking off a pleasingly vicious cycle.

When **Component Overkill** results from Component Damage, the attack destroys the initial target Component and proceeds forward to the next Component immediately behind it, potentially burrowing all the way through the Structure and bursting out the other side. Component Overkill can benefit from the fact that the Structure Level of interior Components is normally one level lower than exterior ones, so attackers can cause damage more easily once they've punched through the tough outer shell.

Besides doing multiple levels of Damage to a single large target, **Target Overkill** can also be used to blast through a group of smaller ones. If an attack's initial target is broken through, blasted aside, or destroyed, then the Overkill continues on in the direction of the attack, striking whatever new targets fall along its path. The Overkill is limited to only those targets within the attack path - a battleaxe is limited by the maximum reach of its swing, a laser blast by its maximum linear range, and a Charging bull by the maximum distance it's able to run in a straight line. Overkill travels in a straight line determined by the attacking player, according to the positions of the attacker and the initial target.

Unlike General and Component Overkill, in which the attacking player's Attack Roll is only considered once, in Target Overkill it must be remembered and applied for each new target. Target Overkill can only affect targets that the attacker can hit from the same position with the same Attack Roll. This includes the Attack Penalties for whatever cover and visibility the target had at the beginning of the attack (5.1: Making Attacks), even if the attack destroyed the objects obscuring it. For successive targets for which the initial Attack Roll was too low, the remaining Overkill is treated as a Missed Shot and the defending player can alter its trajectory accordingly (5.3: Ranged Combat).

### 7.3 Field Construction

Minifigs are no fans of Actions that fail to result in violence, but they try to take a tolerant attitude towards the occasional need to put stuff together. Otherwise, the reasoning goes, they'd run out of stuff to blow up, and stuff to blow it up with.

When a minifig is carrying a construction element and tries to connect it to something, he succeeds automatically. Attaching elements to each other costs no Movement and requires no Skill Roll; minifigs have been bred for this specific task for generations, and are very efficient at it. Attaching any number of elements together over the course of a turn uses up his Action.

Make shift constructed objects (or constructed sections added to other objects) have an Armor rating of 1d6 by default.

**Carrying Items**

The main limitation for assembling Structures in the field is collecting the construction elements together in the first place.

A minifig can pick up, carry, and drop an element (or group of elements) up to the size of a 2x2 brick with one hand, at no cost to Movement of Action. Using both hands, they can carry objects up to a 2x4 brick in size just as easily, although they can no longer Sprint. They can push or drag larger objects around at half speed, up to 2" in Size.

As a more general rule, Creations with the ability to carry things can pick up and carry objects their own Size at no
cost, and push or drag objects twice their Size at half speed. If minifigs work together to combine their strength, they can add their Sizes together to act as a single large Creation. If a Size 0” Vermin is able to carry objects, it can carry one minifig equipment item at no penalty, or two equipment items at half speed.

The Mechanik

While any minifig can slap some rubble together and call it a day, there are a few brickbuilding savants who, thanks to rigorous education and natural genius, earn the right to wear a hard hat and carry around actual tools. These licensed Mechanix have the ability to assemble masterworks of engineering on the fly, even in the middle of pitched battles.

The Construction Action

When constructing elements into new Creations or modifying existing ones, Mechanix are free to attach a loose brick here or there during their turn like any amateur minifig. For the really big jobs, though, they need to declare a Construction Action and abide by union rules.

UNION RULE 1

Mechanix don’t collect their own bricks.

No matter how hardworking an individual Mechanik might be in private life, the professional standards dictated by
the Mechanix' Union require him to be as lazy as possible on the job, in order to protect the hard-won rights of his union brothers. This means that Mechanix avoid collecting their own bricks whenever possible.

Instead, when a Mechanik declares a Construction Action, he rolls his Skill of 1d6 to determine his **Construction Radius**. Within that many inches from where he's standing, he may then use all loose chunks of construction elements small enough to carry as if he had taken the trouble to collect them himself. Objects too large to carry can be included in Construction as well, but, unlike the smaller pieces, they must already be within arm's reach. Mechanix can treat any Structures and Vehicles that have been destroyed by Size Damage (that is, their Effective Size has been reduced to zero) as if they were already completely broken apart into component elements, even if they are still otherwise intact.

While Constructing, the player is allowed to take this collection of elements off to one side of the battlefield in order to work with them more easily, but they are all considered to still be on the field, and are still subject to attack at that location by marauding opponents.

If any bystanders get too curious about how a Mechanik is able to use bricks without gathering them first, they find themselves having a chat soon afterwards with some of the local union boys, and they learn to not be so curious in the future.

> Two Mechaniks working together can combine their Construction Radius rolls, but it doesn't give them any more time to Construct stuff.

### UNION RULE 2

**Mechanix don't work on their own turns.**

Union rules dictate that Mechaniks are always On Break during their own turn. Break begins the moment the Mechanik declares a Construction Action and lasts until the end of the turn. It's only afterwards, when his enemies are taking their turns, that he really gets down to business.

All Construction Actions take place during the Mechanik's enemies' turns. This has two advantages: first, it gives the Mechanik's player something to do while waiting for his opponents to move, and second, it encourages opponents to hurry up, since the longer they take, the more work the Mechanik can get done.

The Mechanik player must take care to never let a Construction Action stall the game. If he's called on to make a roll, if the Mechanik or his Construction are attacked, or if the enemy's turn ends, he must **immediately** pause working on the Construction, regardless of the state it's in. He may return to working on it once the interruption is resolved, if the Mechanik is still alive and in a position to do so.

### Field Constructions

Mechanix are best known for their ability to create machinery and fortifications from rubble, either as new Creations (a new assault helicopter, a new castle tower) or as objects to add to existing Creations (a new giant robot fist for the copter, a new lightning gun for the tower). These are limited only by how fast the player can build, and by the parts available within the Mechanik's range.

A Mechanik's **Field Constructions** have the following stats, whether finished or in progress:

<table>
<thead>
<tr>
<th>Field Constructions</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size</strong></td>
<td>Size of model, by measurement</td>
</tr>
<tr>
<td><strong>Armor</strong></td>
<td>Structure Level 0 / Armor 1d6</td>
</tr>
</tbody>
</table>
**Move** - see Chapter 9: Vehicles

By adding appropriate propulsion elements, a Mechanik can turn his Field Construction into a Vehicle. On a ground vehicle these might be wheels, legs, or treads; a flier might have jet engines, propellers, or rockets; on a seafaring craft, these might be sails, sternwheels, or manned oars.

If the new elements are used to replace previous propulsion elements, they restore whatever functionality was lost when the previous elements were damaged or destroyed. Otherwise, each new propulsion element adds two inches to the Vehicle's Move rating, limited to the usual Move limits for Vehicles (9.1: Propulsion). Naturally, the new elements must logically help push the Vehicle forward - wheels don't add Move if they're not touching the ground, oars don't help if they can't reach the water, and fixed wings don't help to propel an aircraft the way flapping ones do. If any part of the Vehicle is dragging on the ground, its Move is limited to one inch.

**Weapons** - see Chapter 8: Weapons

Field-Constructed weapons work the same way as regular weapons, described later on in Chapter Eight: players determine the basic type of weapon under construction, and measure its Size, and these two factors determine its stats and abilities. The new weapon is subject to all the same limitations as a pre-built one, especially concerning Size limitations for placing it onto a Structure.

The difficulty with Field-Constructed weapons is in determining what counts as a properly-constructed weapon and what doesn't, since this is entirely up to the building standards of the players. In some groups, for instance, a single 1x10 brick makes a very acceptable Size 3 laser cannon, by sole virtue of being mounted on the front of a death buggy; in more serious groups it would be laughed right off the table. Here are some factors to consider when a Field-Constructed weapon is proposed:

- **Appropriate Parts**
  Is the new weapon built out of the blown-up pieces of a similar weapon that got destroyed earlier? If so, then it's almost certainly acceptable. Mechanix have a much easier time building devices out of parts that were actually intended for the purpose.

- **Context Consistency**
  Does the weapon look roughly as convincing as other weapons on the table, or does it look embarrassing by comparison? If the other players are fielding intricately customized models that they've slaved over for hours, they have the right to be more judgmental than if they slapped a bunch of rainbow crates together five minutes before the game. If the Mechanik's player can spot any enemies who are fielding weapons of similar quality or worse, then he's immune to criticism.

- **Player Hardassness**
How much of a hardass do you want to be? Has the Mechanik's player been a pain in the ass over the details of every Heroic Feat and What I Say Goes Roll, or has he been willing to let things slide? Either way, now's the time to show your appreciation.

If players can't quickly agree on whether or not a given Field-Constructed weapon or device is acceptable enough to allow, put it to a What I Say Goes Roll and move on.

**Patch Repairs**

"The major difference between a thing that might go wrong and a thing that cannot possibly go wrong is that when a thing that cannot possibly go wrong goes wrong it usually turns out to be impossible to get at or repair."

- Douglas Adams

When a Creation takes Component Damage and a couple of chunks are blasted off, it's a simple matter for a Mechanik to gather them up and slap them back into place. Like any Field Construction, the repaired Components are built with Structure Level zero and 1d6 Armor, but otherwise behave exactly as they did before.

If a Mechanik wants to repair a couple points of Size Damage, or to boost the Armor of a Field Construction or any other Creation, he takes a Construction Action to do **Patch Repairs**. (Patch Repairs are a separate Construction Action from Field Construction, and a Mechanik can't do both in the same turn.) He does this by building structural **Patches** on its surface out of loose bricks.

A Patch must be one continuous construction attached to the surface of the Creation for its entire length - sections of a Patch not directly attached to the surface are ignored. As a result, Patches can never be longer than the Creations they're built on.

A Patch doesn't have to be completed all at once; a Mechanik can work on a single Patch over a series of turns if he's interrupted by a lack of time or parts. Once a Patch is complete, it becomes part of the Structure of its Creation. Blowing it off with Component Damage later won't reverse its effects, and other Patches can be built on top of it.

**Repairing Size Damage**

Mechanix can reinforce a Creation's Structure by using loose building elements to build Patches on its surface. The Size requirement for this Patch is determined by the size of the job at hand: In order to repair one point of Size Damage, the Patch must be one inch larger than the remaining effective Size of the Creation's Structure, and each point repaired requires a separate Patch.

*Example:* After some heavy battering, a Size 8" Red Rocket has taken three points of Size Damage, reducing its effective Size to 5". In order to Patch Repair the first point of Size Damage and raise its effective Size to 6", the Mechanik will have to build a Patch at least 6" long. In order to repair all the Size Damage, he would have to then build two more Patches at least 7" and 8" long, respectively. If he has enough time and loose bricks, he can build all three patches in the same turn.

When a point of Size Damage is repaired, the Creation regains the abilities it lost when it lost that point of damage, including weapon capacity, Momentum potential, and Structure Level.

**Reinforcing Armor**

Any time a Mechanik makes a Patch, including a Patch to repair Size Damage, he can also try to increase the Structure Level of the Creation past its original amount. He can raise the Structure level by one with each patch, up to Structure Level 3 / Armor 3d10, as long as the Size of the Patch is at least as large as the Creation's (or its affected section's) current Effective Size, and as large as the Structure Level he's trying to achieve.

*Example:* A medium-sized catapult (Structure Level 2, Size 4") has taken two points of Size Damage, and then, adding insult to injury, the enemy has used Component Damage to separate the rear section of the catapult completely. The remaining front section has a new
Living creatures tend to fight back or run off when you try to Disassemble them, making it hard to get any work done. Lt. Krus avoids this difficulty by making sure his Peach prisoners are properly restrained before harvesting their body parts for throne-building.

Elements shown: LEGO

With the proper tools in hand, the Mechanik is a dangerous weapon - steel-plated armor designed to shrug off heavy mortar fire can find itself helpless against a Mechanik with a screwdriver and the skill to use it.

Rather than building or repairing a Creation, Mechaniks can use a Construction Action to Disassemble it in an orderly fashion. To do so, he needs to be touching the Creation with tool in hand at the end of his own turn. If he's still alive and touching the Creation at the beginning of his following turn, then he's had the time to perform a successful Disassembly.

At the beginning of this turn, the Mechanik rolls his Skill of 1d6 and subtracts the Creation's Structure Level. The remaining number is the number of elements the Mechanik can separate from the Creation. He can only remove elements (or groups of elements) that aren't held in by other pieces - that is to say, he has to be able to remove them without having to move any other parts of the Creation. The affects on the Creation are the same as if those pieces had been blown off by Component Damage.

Disrupting Disassembly

While a Mechanik can use Disassembly on friendly or neutral Creations in order to create a supply of spare parts, he's much more dangerous if he gets access to enemy Creations long enough to Disassemble them. To help prevent this, enemies have several ways to disrupt his efforts.

If a Mechanik becomes engaged in Close Combat before completing his attempt or is otherwise removed from the Creation he's working on, Disassembly fails automatically. If he's hit by ranged weapons fire or takes any other kind of Damage, he takes a -1 penalty to his Disassembly Skill Roll for every point of Damage. The most effective means of disrupting a Mechanik, of course, is to kill him, and his opponents will generally consider this to be the best option.

Yellow Castle 375

In the 1,978th Reconstruktion, the ancient Royal empire perfected the art of hinged castlery with the construction of their royal fortress, Yellow Castle 375. While the fates and possible yellowness of the previous 374 castles have been lost to history, Yellow Castle remained the unchallenged pinnacle of castlebuilding for generations to come, until its fade into obscurity and final mysterious disappearance in R-1,983.
Under the rule of the Yellow King, four virtuous and noble bloodlines joined together to form the Sticker Knights: the Order of the Crowns, the Order of the Rays, the Order of the Clover, and the Order of the Hazard Stripes. Tasked with enforcing Yellow purity throughout the kingdom, their crusades of implacable ethnic cleansing left no survivors. If there had been peach-colored minifigs in the world then, as there are today, no evidence now remains.

The Yellow Kingdom's mythic history of uninterrupted racist success took a heavy blow after the appearance of Furbuland in R-1,979. Upon discovering the furfigs, the Yellow King became sickened by a nausea from which he could never recover, and the kingdom fell into decline. The Sticker Knights fought bravely to eradicate the furfigs, and many quested for the Skully Grail that could cure the King's malaise with its miraculous genocidal magic. But in the end, their efforts were for naught. Furbuland continued to thrive for many Reconstruktions after Yellow Castle’s disappearance, despite violent fursecution from minifig civilizations holding them to blame for the loss of the Yellow King.

In ages since, rumors and sightings of Yellow Castle in far-flung and mist-shrouded frontiers have been reported from pirates, fugitives, and remote explorers; none have been substantiated. It is believed that Yellow Castle will one day return in glory to restore the true King and heir to the Yellow Crown. Until then, the noble bloodlines descended from the Royal source are fractured and vie for supremacy and familial bragging rights.

(BrikWiki entry: Yellow Castle)
Chapter Eight: Weaponry

BrikWussies (see sidebar) may try to distract you with talk of the beauty of a Gothic cathedral or the protective strength of castle walls, but in their hearts the real BrikWarriors know the truth. The reason to build the really large creations is because you need a place to put the really big guns.

8.1: Weapon Size

As with Structures and everything else of real importance, weapons are classified according to their Size in inches. At a Weapon Size of one inch or less (ws:1), a weapon is equivalent to what you might find in the hands of a minifig. However, as Size increases, so do the weapon's stats – every statistic is multiplied by or added to Size.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>CP Cost</th>
<th>Use</th>
<th>Range</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee Weapon</td>
<td>ws x2</td>
<td>WS +1</td>
<td>CC</td>
<td>(ws)d6</td>
<td>-</td>
</tr>
</tbody>
</table>

The Tyronian Uber-Heavies are known for carrying weapons that regular minifigs can't even lift, much less fire.

Photo: Lt. Krus
from "Tyronian Army Reform"
Elements shown: LEGO

BrikWussies

BrikWussy: A wannabe player with a weak stomach for destruction. This lily-livered pansy values survival over glory, and cries when a few bricks get knocked off of his precious constructions.

BrikWarrior: This lord of the battlefield makes every model as awesome as possible so that their destruction will be all the sweeter. His priority list starts and ends with "Kicking Ass." If he stops to consider survival at all, it's with disapproval; every surviving unit is a chance for destruction wasted.
<table>
<thead>
<tr>
<th>Melee Shield</th>
<th>WS</th>
<th>WS x 2</th>
<th>CC</th>
<th>(WS) x Armored Parry</th>
<th>Parry or Shove only</th>
</tr>
</thead>
</table>

**Ranged Weapons**

*Note: Minifig Ranged Weapons are limited to WS 1*.

<table>
<thead>
<tr>
<th>Gun</th>
<th>WS x3</th>
<th>WS +2</th>
<th>(WS x4) +2&quot;</th>
<th>(WS)d6</th>
<th>-</th>
</tr>
</thead>
<tbody>
<tr>
<td>BlastGun</td>
<td>WS x3</td>
<td>WS +1</td>
<td>(WS x2) +2&quot;</td>
<td>(WS)d8 - (distance)</td>
<td>1 Firing Arc no Auto Penalty Target size modifiers affect Damage</td>
</tr>
<tr>
<td>MachineGun</td>
<td>WS x4</td>
<td>WS +2</td>
<td>(WS x3) +2&quot;</td>
<td>(WS)d6</td>
<td>-1 Auto Penalty per Arc or Burst may require Reload</td>
</tr>
<tr>
<td>FlameThrower</td>
<td>WS x3</td>
<td>WS +1</td>
<td>(WS x2) +2&quot;</td>
<td>(WS)d4 Fire</td>
<td>min. 1 Firing Arc -1 Auto Penalty per Arc Target size modifiers affect Damage</td>
</tr>
<tr>
<td>Launcher</td>
<td>WS x3</td>
<td>WS x2</td>
<td>WS x6&quot;</td>
<td>(PS)d6</td>
<td>max Payload Size (PS) of WS/2 max Explosive Size (XS) of WS</td>
</tr>
</tbody>
</table>

**Explosive Weapons**

*Note: "XS" is a special size rating used for Explosives, which are measured in bricks rather than inches.*

<table>
<thead>
<tr>
<th>Explosive</th>
<th>XS</th>
<th>*</th>
<th>*</th>
<th>(XS)d10 Exp</th>
<th>* - determined by Launcher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rocket</td>
<td>WS x2</td>
<td>WS x2</td>
<td>WS x6&quot;</td>
<td>(WS)d10 Exp</td>
<td>-</td>
</tr>
</tbody>
</table>

**Armor**

<table>
<thead>
<tr>
<th>Armor Plating</th>
<th>WS +1</th>
<th>-</th>
<th>-</th>
<th>+Armored to area</th>
<th>No aerial flight or alternate forms of Movement; cost of Move inches doubled</th>
</tr>
</thead>
</table>

"WS" refers to inches of Weapon Size, the natural basis for all Weapon stats.

**Weapon Size Example: The Ripper Blade**

*Example:* Cobbling together war machines to defend their swamp and kin, Bayounix take standard weapons and (BAM!) kick them up a notch. Thanks to a discarded hacksaw and a wildly incorrect glasses prescription, a Bayounik man is inspired to forge a vicious Ripper Blade.

After selecting and measuring the appropriate Bayounikal element for the blade, the player may choose to make it anywhere from a Size 3 to a Size 5 Melee Weapon, according to how he fudges the measurement. He splits the difference and arbitrarily picks a Weapon Size of 4. Where a standard Hand Weapon has stats of Cost:2 Use:2 Damage:1d6, his Size 4 Melee Weapon now has stats four times more awesome. It costs 8CP, has a Use rating of 5, and does 4d6 Damage.

Because Weapon Size increases the Use ratings along with the Damage, the highest-damage weapons are most effective against the largest targets - minifig troops are just too hard to hit with high-Use weapons. Contrarily, high-accuracy small arms are mainly effective against minifig targets, since their Damage isn't high enough to pose a real threat to larger Creations.

**Size Limits**

Weapon Size is also important because it determines the limit on the number of Weapons a Creation can operate...
during a turn. Due to power limitations, a Creation can only use as many inches of Weapons as twice its own Size. The Creation can be overloaded with as many Weapons as its player is willing to pay for, but on any given turn it can only use a selection of them that fits within this limit.

Certain types of Creations are limited even further in their weapons use. Creations flying in the air (rather than in space or with antigravity) are limited to their own Size in Weapon Inches. Size Zero Creations are allowed a single Hand Weapon or equivalent at most.

**Size Limit Example: Scorpiosaurus Rex**

*Example: With ratings slipping against sleeker, sexier velociraptor upstarts, Scorpiosaurus Rex is trying to regain popularity with a bionik makeover.*

The Scorpiosaurus Rex is a Size 3 Creature. He adds decorative steel plating to his one-inch Claw Blades, and upgrades his scorpion tail to a five-inch BioStinger. With an operational limit of six inches’ worth of weapons per turn (twice his Size of 3), he can either attack with the stinger and one claw (5”+1”=6”), or with his two claws (1”+1”=2") in a given turn. He can’t attack with all three in the same turn, because their sizes added together (5”+1”+1”=7”) is greater than his Size Limit of 6.”

If Scorpiosaurus Rex takes a point of Size Damage, his effective Size will be reduced to 2, limiting his weapon usage to only four inches per turn. Because the stinger is larger than this limit, he no longer has the strength to use it as all, and is limited to using his two claws exclusively.

**Explosive Size**

While full inches are the standard of Size measurement for Weapons and everything else in BrikWars, Explosives are measured on a much smaller grain. This exception is made so that Explosives can be small enough to throw as hand grenades or launched out of Launchers of matching size. Explosive Size (xs) is measured by the number of bricks (or roughly brick-sized elements) used to construct an individual Explosive, rather than by inches. In game terms, measurements of Explosive Size are treated exactly the same as inches of Weapon Size when counting against a Creation's Weapon Size limit.

**KnockBack**

Whenever large weapons successfully hit a small target, there's a potential for KnockBack similar to a collision (5.4: Charge). In most cases this can be safely ignored, and players are encouraged to forget about this rule except in special instances where it would be sufficiently awesome and/or funny. In those instances, any time the Size of a weapon is larger than the Size of a target it strikes, the target is Knocked Back one inch for every die in the weapon's Damage rating, with the usual potential for being Disrupted as a result.

**Hand-Held Weapons**

When Weapons are carried in a Creation's hands (or the equivalent), rather than mounted directly to the Creation itself, they are subject to some of the same limitations as minifig weapons.

Comparing the stats from Weapon Size chart above to the Minifig Weapons table (Chapter 3: Minifig Weapons), a minifig's Short (S) weapons (the Hand Weapon, Shield, and Short-Ranged Weapon) have WS:1" stats, while the Long (L) weapon (the Two-Handed Weapon) is roughly equivalent to WS:2". The stats for Minifig-Sized (M) weapons (the Heavy Weapon and Long-Ranged Weapon) don't have such close equivalents, falling somewhere in between the two Weapon Sizes. These hand-and-a-half Bastard Weapons give minifigs some needed tactical variety in the Core Rules, and the new weapon types introduced in this chapter also have minifig Bastard versions.
Long-Ranged Weapon (M)  
*Bastard Gun*  

<table>
<thead>
<tr>
<th></th>
<th>CP</th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ShotGun (M)</strong></td>
<td>4</td>
<td>3</td>
<td>6&quot;</td>
<td>1d8+1 - (distance)</td>
<td>Two-Handed</td>
</tr>
<tr>
<td><em>Bastard BlastGun</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>AutoGun (M)</strong></td>
<td>6</td>
<td>3</td>
<td>8&quot;</td>
<td>1d6+1</td>
<td>Two-Handed</td>
</tr>
<tr>
<td><em>Bastard MachineGun</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>FlameGun (M)</strong></td>
<td>4</td>
<td>2</td>
<td>5&quot;</td>
<td>1d4+1 Fire</td>
<td>Two-Handed</td>
</tr>
<tr>
<td><em>Bastard FlameThrower</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Bazooka (M)</strong></td>
<td>4</td>
<td>3</td>
<td>8&quot;</td>
<td>(PS)d6 or (XS)d10 Exp</td>
<td>Two-Handed</td>
</tr>
<tr>
<td><em>Bastard Launcher</em></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

For a larger Creation's hand-held weapon, as with minifigs' weapons, the Weapon Size is compared to the Size of the Creation. A Weapon up to the Creation's Size is considered Short (S), up to one-and-a-half times its Size is a Bastard Weapon (M), and up to twice the Creation's Size is Long (L).

### Hand-Held Weapon Equivalents

<table>
<thead>
<tr>
<th>Weapon Category</th>
<th>Short (S)</th>
<th>Bastard (M)</th>
<th>Long (L)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close Combat Weapons</td>
<td>1xSize&quot;</td>
<td>1.5xSize&quot;</td>
<td>2xSize&quot;</td>
</tr>
<tr>
<td>Ranged Weapons</td>
<td>limit one</td>
<td>one-handed</td>
<td>Two-Handed Weapon</td>
</tr>
<tr>
<td></td>
<td>Short-Ranged Weapon</td>
<td>Heavy Weapon</td>
<td>cannot Sprint or throw weapon</td>
</tr>
<tr>
<td></td>
<td>one- or two-handed</td>
<td>two-handed otherwise</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Long-Ranged Weapon</td>
<td>two-handed</td>
<td>Not Allowed</td>
</tr>
</tbody>
</table>

A Creation with a large number of hands can carry a correspondingly large number of weapons, but keep in mind that Hand-Held Weapons are still subject to Weapon Size limits just like regular ones. While it could Divert All Power to attack with more than its usual limit of weapons for the turn (*8.6: Manning Guns*), in most cases it's more efficient to limit Creations to one or two hands.

A Creation can only fire one Hand-Held Ranged Weapon per turn, regardless of how many it's carrying.

### 8.2: Basic Weapons

**Close Combat Weapons**

*Melee Weapon:* Cost: WSx2CP Use: WS+1 Range: CC Damage: WSD6  
*Melee Shield:* Cost: WSxCP Use: WSx2 Range: CC Armor: WSxArmored Parry: WSx2"  
(see 5.2: Close Combat)

The functions of Close Combat Weapons are easy to scale upwards with Size. Giant swords and the like are just like the minifig versions with larger numbers attached; a Creation with a Close Combat weapon uses it to whack at targets the same way a minifig does. However, Creations are not always able to participate fully in the back-and-forth attacks of formal Close Combat. There are specific conditions under which Creations may have their abilities limited.
**Mindless:** Unlike independent Creatures, a Creation being piloted by an Operator lacks the necessary reflexes to Counter attacks, unless the Operator has the Piloting Specialty *(H.2: Riding a Horse).*

**Too Big:** Larger combatants lack the reflexes to Counter against opponents much smaller than themselves. A Creature or Pilot-operated Creation can Counter against an opponent with half its Size rating, but no smaller. Only a Size 0 Creature can Counter against another Size 0 Creature.

**Too Small:** Creations can only Shove targets their own Size or smaller, and Shoves from larger Creations are Parried at -2 for every inch of Size difference. In order to Shove targets larger than themselves, Creations have to team up, adding their Sizes together in a Combined Attack.

**Unmoving:** Creations without some kind of obvious leaping ability cannot use an Angry Inch when making attacks.

While the Use ratings of **Melee Weapons** go up fairly slowly as they get larger in Weapon Size, large **Melee Shields** become difficult to wield much more quickly. However, the benefits can be great - a successful Parry with a Melee Shield adds a number of levels of Armored status equal to its Weapon Size, potentially negating multiple dice of Damage all at once and rendering many attacks meaningless.

### Ranged Weapons

_Gun:_ Cost: $WS \times 3CP$  _Use:_ $WS+2$  _Range:_ $(WS \times 4)+2”$  _Damage:_ $WSd6$

*(see 5.3: Ranged Combat)*

To make a Ranged attack, a Creation must be able to point its weapon at its target. The aiming doesn't have to be perfect, however - players are allowed to fudge the angle by up to forty-five degrees. Both the firing angle and the weapon Range are measured from the end of the weapon barrel. (Building a telescoping barrel to take advantage of this fact is perfectly legal as well as symbolically satisfying.)

Players can mount a Creation's weapons onto any type of turret, hinge, or arm to cover a wider firing arc. This has no extra cost, but remember that any hinges, joints, or other moving parts are automatically armored at two Structure Levels lower than the rest of the Creation *(7.1: Structure: Structure Level).*

### Armor Plating

_Armor Plating:_ Cost: $WS+1CP$  _Effect:_ +Armored to area  _Notes:_ No aerial flight or alternate movement; cost of Move inches doubled
Sections of **Armor Plating** can be used to protect some or all of a Creation, granting a level of Armored status to whatever area it covers. This protection comes at a cost to the Creation's mobility, however - the CP cost for all Propulsion inches are doubled (**9.1: Standard Propulsion**), and the added weight of even the smallest patch of Armor Plating makes many types of movement impossible.

Other than moving backwards, a Creation with Armor Plating cannot engage in any form of movement that would occur at Half Speed (**4.1: Movement, 9.1: Standard Propulsion**). Armor Plated Creations cannot engage in aerial flight, although spaceflight is allowed. They also cannot jump, although they can be dropped from orbit or launched from Launchers instead.

Attackers firing at an Armor Plated Creation should specify which part of the Creation they're attacking. Unless they are careful to specifically target an un-Armored section, their attack will automatically hit any section of Armor Plating that is visible and within range, no matter how small or unlikely.

### 8.3: Automatic Weapons

> "Whoever said 'the pen is mightier than the sword' obviously never encountered automatic weapons."  
> - General Douglas MacArthur

Automatic weapons are a special kind of Ranged Weapon that can be fired in a **Firing Arc**, spraying a whole area with projectiles, or in a **Burst**, spraying a whole area's worth of projectiles at a single target. Larger Firing Arcs and Bursts have the potential to do much more damage, but quickly become much less accurate due to cumulative Attack Penalties known as the **Auto Penalty**.

**Firing Arcs**

Rather than mess around with clunky protractors and drafting tools, BrikWars measures angles the old-fashioned way: using players' fingers. To measure angles of **Firing Arc**, a player holds his hand out with palm flat to the table and fingers outstretched, with his knuckles placed roughly over the attacking end of the weapon being fired. Each space between fingers adds +1 to Arc.

As long as the fingers are evenly spaced, players can measure Arc between whichever set of fingers they find most convenient. By convention, however, a +1 Arc is best measured between the middle and ring fingers, a +2 Arc between the index and ring fingers, and a +3 Arc between the index and pinky fingers. These tend to give the most uniform angles.

Larger Arcs rarely come into play. If they do, rather than incorporating thumbs, it's easiest to measure a couple of regular-sized Arcs and combine them (e.g., a +4 Arc is just two +2 Arcs laid next to each other).

There will be some variation between the fingers of different players. As with everything else in BrikWars, the players who are most flexible will have the advantage.

**Arc Fire**

When weapon fire sweeps over an area because of either continuous fire (in the case of MachineGuns and FlameThrowers) or blast spread (in the case of BlastGuns), this is an **Arc Fire** attack.
Every target within the attacker's Firing Arc receives a single attack from the weapon, and missed shots are ignored. Larger targets suffer an extra attack for each point of the Firing Arc they span completely.

MachineGuns and FlameThrowers firing in an Arc receive an Attack Penalty known as an **Auto Penalty**. For each point of Firing Arc in the attack, the attacker receives a cumulative -1 to Skill when making the attack - with a larger Firing Arc, there is less chance that any individual shot will hit its target. BlastGuns, by contrast, have a fixed Firing Arc of 1 and have no penalty from Arc size.

---

**Arc Example: Your Mom**

*Example:* In order to save the world's dwindling supply of fried chicken and sausages, soldiers have been sent back from the future in an attempt to curb your mom's caloric intake. The flamethrower trooper prepares to open fire on her from a short distance away, spraying burning plasma across her corpulent frame with an Arc of 2.

When the troopers' player splays his fingers to measure the Firing Arc, your mom is so fat that she spans the entire Arc between his index, middle, and ring fingers. The flamethrower trooper will attack her once because she's in his Firing Arc, and twice more for the two full points of Firing Arc that she spans, for three attacks total. A smell like frying bacon is strongly expected.

Your mom is so fat that the trooper also gets a +2 Target Size Bonus to the attack, because her giant belly is over four inches wide. For Flamethrowers, Target Size modifiers affect Damage rather than Skill, so the trooper keeps his -2 Auto Penalty for the Firing Arc of 2, and makes three attacks with +2 Damage each.

---

**BlastGuns**

*BlastGun:* Cost: WSx3CP Use: WS+1 Range: (WSx2)+2" Damage: WSd8-distance Notes: 1 Firing Arc, no Auto Penalty

BlastGuns are the simplest of the Automatic Weapons, and are only Automatic in the sense that they fire a large number of shots in a single blast. Buckshot, grapeshot, and flechette rounds are the most common examples, but Blast-type effects can also be seen in weapons like sonic cannons, chaff launchers, and exploding alien seed pods.

What makes a BlastGun unique is that it always fires with a fixed Firing Arc of 1, and though its blast is powerful at short range, the shots disperse and do less Damage to targets further away. For every full inch between the target and the end of the BlastGun barrel, the Damage to that target is reduced by one, to the point that more distant victims might not take any Damage at all.

Because a BlastGun's attack comes from filling an area with a field of projectiles, the usual modifiers for cover and Target Size work differently. Instead of acting as modifiers to the attacker's Skill, they affect the Damage instead. Large and small targets within the cone of fire are not any more or less likely to be hit, but they will catch larger or smaller portions of the shot flying through the air. (For the purpose of determining the bonus for a large target, only consider the portion of the target within the firing cone.)

---
**Example:** Old Man Grundy has had enough of Wooyang constantly impregnating his daughters! He's tracked down the notorious rake and hauled him in for an old-fashioned ShotGun quadruple wedding.

Grundy's itchy trigger finger means that Wooyang had better follow through; if the old man senses any hesitation he's likely to forget that his daughters and grandchildren (and the parson) are also in the cone of fire.

Using spread fingers to check the ShotGun's automatic Firing Arc of 1, it seems that Chastity and her baby will luckily be outside the edge of the blast zone if the ShotGun goes off, but everyone else has positioned themselves much less wisely.

Constance and her baby are within the first inch of range. Constance stands to take a full 1d8+1 Damage, while her baby takes 1d8 (-1 Damage due to small Target Size). Wooyang is an inch away, dropping the Damage to a still-deadly 1d8.

Prudence and her twins are two inches away, reducing the potential Damage even further to 1d8-1. Between Constance’s baby and the baby in her own left hand, Prudence has 1/3 cover from babies, reducing her risk by -1 to 1d8-2. Her left-hand baby is fully exposed, but is also at -1 to Damage due to small Target Size. Her right-hand baby is safely shielded from the ShotGun behind Wooyang’s sharply-dressed frame.

Purity and her baby are are three inches away (for 1d8-2 potential Damage), and almost completely shielded behind Wooyang. With only tiny portions showing, they are each at -2 to Damage, for a relatively low total of 1d8-4 apiece. The parson is four inches away (for 1d8-3 Damage) and is fully exposed, unless the players decide that his giant Brikthulhian Bible is substantial enough to count as partial cover.

With so much potential mayhem only a trigger-pull away, will Wooyang be able to resist giving Grundy the finger?

---

**MachineGuns and Reloading**

**MachineGun:** Cost: WSx4CP<br>Use: WS+2+Auto<br>Range: (WSx3)+2”<br>Damage: WSd6<br>Notes: -1 Auto Penalty per Arc or Burst, may require Reload

MachineGuns are the most versatile of Automatic Weapons, allowing for Arc Fire, single-shot attacks, or multi-shot Bursts, depending on the needs of the situation. Unfortunately, while Automatic Fire is good for increasing a MachineGun's damage output, it also has a tendency to burn through its ammunition (or to jam, overheat, or lock up in some other way, if ammo isn't an issue).

The more Automatic Fire a MachineGun uses, the higher the chances of hitting one of these mechanical limits and becoming Inoperative. An Inoperative weapon can be indicated by pointing the barrel skyward when possible, or attaching a small brick as a temporary reminder. The weapon can still be moved around as normal and used as makeshift club, but it can no longer be fired until it's Reloaded.

Fortunately, Reloading is easy - regardless of the Weapon's Size, any minifig operating the weapon (whether directly or from a pilot or gunner’s seat) can Reload it with a single Action, making it ready to use again on the following turn. Unlike Launchers, MachineGuns never suffer from a lack of spare ammunition; additional Reloads are always mysteriously available, and Minifigs know better than to ask questions about where they come from. A MachineGun can’t be Reloaded and fired on the same turn, even by multiple minifigs using their Actions together.

**Arc Fire and Reloading**

When a MachineGun is fired in Arc Fire, the player chooses the size of the Arc he's going to attempt (which
determines the overall Auto Penalty), and, starting from one end and moving to the other, rolls a separate Attack Roll for each target in order. However, after each roll, if the number on the Skill die (before applying bonuses or penalties) is smaller than the current number of Arcs that the MachineGun has swept through, then the weapon has hit its limit. It stops firing immediately and becomes Inoperative. For instance, a MachineGun firing across three units of Arc would have no problems when firing at targets in the first unit, but would hit its limit if the player rolled a "1" for any of the targets in the second unit of Arc, or a "1" or a "2" when firing at any of the targets in the third unit of Arc.

Burst Fire and Reloading
Unlike other Automatic Weapons, a MachineGun can also be used in Burst Fire, firing multiple shots at a single target. The player chooses the number of shots he’s going to attempt in a Controlled Burst (which determines the overall Auto Penalty; he receives a cumulative -1 for each shot in the Burst he plans to attempt), and rolls a separate Attack Roll for each shot. For each roll, if the number on the Skill Die (before applying bonuses or penalties) is less than the current shot number, then the MachineGun hits its limit and becomes Inoperative. A MachineGun will never become Inoperative on the first shot in a Burst, but it will if the player rolls a "1" on the second shot, or a "1" or a "2" on the third shot, and so forth.

FlameThrowers and Fire

FlameThrower: Cost: WSx3CP Use: WS+1 Range: (WSx2)+2" Damage: WSd4 Fire Notes: min. 1 Firing Arc, -1 Auto Penalty per Arc

“Build a man a fire, and he’ll be warm for a day. Set a man on fire, and he’ll be warm for the rest of his life.”
- Terry Pratchett

FlameThrowers and other fire-based attacks measure their Damage Ratings in d4s rather than d6es, to represent the special nature of Fire Damage. The dependence on d4s makes them relatively weak and negates any chances for Bonus Dice, but these shortcomings are more than made up for by their overwhelming advantages in the area of setting objects on Fire.

If players choose to include Fire in their battle, they should make sure to have several d4s close at hand for Fire Damage rolls, a handful of markers to indicate active Fires (red and yellow bricks or pips work fine, although actual flame pieces work better), and a scattering of loose black and gray bits to show burned areas.

FlameThrowers are not the most precise or elegant weapons, and must always use a Firing Arc of at least 1. Like with BlastGuns, modifiers for cover and target size affect a FlameThrower attack’s Damage rather than Skill.

Catching On Fire
Whenever a target takes Damage from FlameThrowers, Explosions, or other Fire-based attacks, there’s a chance that it will be set on Fire. A target’s resistance to Fire is determined by its Structure Level (7.1: Structure). Flimsy objects like peasants (Structure Level ½) and thatched-roof cottages (Structure Level 1) tend to go up like matchsticks, while sturdier objects like freeway overpasses (Structure Level 4) are all but impervious to normal flame.

When Fire Damage occurs, compare the number rolled on each d4 (or d10, for an Explosion) to the Structure Level of the target. For each die whose number is higher than the target’s Structure Level, the target is set on Fire and its Fire Size is increased by one inch. Place an appropriate blaze of flame pieces on and around the target, or red and yellow bricks when flame pieces aren’t available. Ideally, the size of the blaze should be equal to the Fire Size, but
the number of Fire Size inches can also be indicated by a specific number of Fire pips or discrete clumps of flame if this is more convenient.

A spray of Fire disperses quickly. Past its effective Range, it becomes much more difficult for a Fire attack to ignite targets. In addition to the usual Skill and Damage penalties, for every inch by which a target is Out of Range, the number needed for any of the Fire Damage's d4s to set the target on Fire is increased by one.

An object can only be on Fire up to its own Size (use the object's actual Size rather than Effective Size; Size Damage (7.2: Taking Damage) doesn't decrease an object's maximum Fire Size). If a burning object's Fire Size is equal to the object's own Size, the object is completely engulfed in flames. Rather than adding any more to the Fire Size, any extra Fire inches past this limit instead deal 1d4 Fire Damage to a single other object the burning object is touching, as chosen by the player in control of the burning object. This Fire Damage has the possibility of setting the new object on Fire, as usual.

**Fire Example: Burnination**

Example: This dragon-man (or maybe he's just a dragon) is on a quest to burninate the countryside, despite the stupid friggin' knights who are always trying to sword him. Luckily, the dragon's face is a Size 3" Flamethrower (Cost:9CP Use:4 Range:8" Damage:3d4(Fire)), which makes his job a lot easier.

It's the first day of the Walking In and Out of Your Cottage Obliviously Festival, and brave peasants are performing their peasantly duty of pacing in and out of their doorways in single file, even in the face of a dragon attack. Sensing easy prey, the dragon decides to flamethrow in a line starting at the edge of the cottage's thatched roof and burning across all three peasants. With his fire breath's Range of 8", he can hit all four targets in a single Arc, but the two closer peasants are 2" Out of Range, and the furthest is 3" Out of Range.

The Size 3" Flamethrower has a Use Rating of 4, with a -1 Arc Penalty to Skill for the single point of Firing Arc. Taking the targets in order, the cottage is first and easiest to hit - it's a 6" Large Target (+3 to hit) and Stationary (+1), for a total Attack Bonus of +4 after the Arc Penalty. The dragon rolls a one on the Attack Roll, and the Critical Failure renders the +4 bonus meaningless. He misses the thatched roof completely.

The next two peasants are each two inches Out of Range, adding another -2 to the -1 Arc Penalty for a total Skill Penalty of -3. The dragon rolls a 5 for the first and a 6 plus a Bonus Die of 3 for the second. Thanks to the -3 Skill Penalty, the first roll fails to meet the Flamethrower's Use requirement of 4. The second is a hit, and he rolls a 2, 1, and 4 on the 3d4. After subtracting the -2 Damage Penalty for being two inches Out of Range, the peasant takes five points of Damage and is struck down.

Any roll on 1d4 is normally enough to exceed a peasant's Structure Level of ½ and set him on Fire, but being two inches Out of Range increases the needed roll by 2. The first two rolls of 2 and 1 were not enough for a successful ignition, but the 4 does the job - the peasant's corpse is now On Fire.

The final peasant is three inches Out of Range, adding a -3 Skill Penalty to the -1 Arc Penalty. Despite the difficult -4 Penalty, The dragon rolls a lucky 6 plus a bonus die of 5 for this final Attack Roll and hits the peasant. The dragon rolls 3, 2, and 2 on the 3d4 Damage Roll, and subtracts a -3 penalty for the distance Out of Range. With a total of four damage, the peasant barely survives. Even worse, because the required numbers to set the Out of Range peasant on Fire are increased by three, none of the d4 rolls were enough to do the job.

Singed but unharmed, the panicked peasant flees to the safety of his home, trampling over the burning corpse along the way and taking 1d4 Fire Damage in the process. The roll of 2 succeeds in setting him On Fire, and as soon as he dashes into the cottage he sets it On Fire as well. The final peasant, having completed his duty of Walking Out Obliviously, proceeds to Walk back In to the now-burning cottage in similar fashion, where he also catches On Fire. The victory of the dragon (or maybe he's a dragon-man) is complete!
Being On Fire
Being on Fire has a number of disadvantages. For as long as the object continues to burn, it suffers an Armor Penalty against all incoming Damage. (This Armor Penalty does not apply to Damage from a Burning Roll, described below.) Whenever a burning object takes Damage, it takes a -1d4 Armor Penalty for each inch of Fire Size. (For Component Damage, only consider the Size of the Fire that fits on that Component; when attempting Grinding Damage, the object is penalized one Structure Level for each inch of Fire Size.)

If a living creature is on Fire, it has a difficult time focusing on anything else. (Undead and mechanical units are not bothered by Fire, and diabolic units are known to even enjoy it.) If a burning creature is trying to do anything not directly related to putting itself out, it suffers a -1d4 Skill Penalty for each inch of Fire Size. At the end of each turn, if it has unused inches of Move remaining, it's mandatory that it uses up every last inch by running and thrashing around hysterically, doing its best to hyperventilate and scream at the same time.

If a burning object is successfully used in an attack, it becomes a Flaming attack, adding a simple +1d4 Fire Damage to the regular attack Damage regardless of its Fire Size. A magic fire sword becomes a +1d4 Flaming Hand Weapon, a burning hippie can deliver a +1d4 Flaming Shove, and a burning police car can be involved in a +1d4 Flaming Collision.

When minifigs work to extinguish a Fire, most methods reduce the Fire Size by one inch per turn per minifig involved. A burning unit that spends a whole turn rolling around on the ground (using its entire Movement and Action) will extinguish one inch worth of Fire Size. So will tossing a bucket of water on a burning object, spraying it with a fire extinguisher or hose, or wrapping it with wet blankets. Submerging a burning object in water or in airless space extinguishes a Fire completely. If an object is only partially submerged, then the Fire Size is limited to the size of whatever part of the object is still out of the water.

The Burning Roll
Once an object has been ignited, the Fire takes on a life of its own. At the beginning of the burning object's turn (or, for unaligned objects, the turn of the player who set the Fire), the Fire makes a Burning Roll to determine its effects and to see whether it dies down or grows larger. This will continue for however many turns it takes for the Fire to go out (when it is reduced to Fire Size 0"), or for the burning object to be destroyed (at which point the Fire burns itself out for lack of fuel).

When making a Burning Roll, roll a number of d4s equal to the inches of Fire Size. This roll is immediately applied as Fire Damage, with the usual effects: every die that comes up higher than the object's Structure Level increases the Fire Size by one inch. However, during this Burning Roll only, there is also a chance that the Fire will die down: each d4 that rolls a 1 causes the Fire Size to be reduced by one inch, possibly reducing the Fire Size to zero and causing the Fire to go out completely.

Large Objects On Fire
For small objects, there's no point in worrying about which parts are or are not on Fire - it's safe to assume that the Fire is distributed evenly over an object's surface. For very large objects, such as pirate galleons, orphanages, or the ground, even a very large patch of Fire might occupy only a small portion of the object, and it can easily end up with multiple unrelated Fires in separate areas.

On these larger objects, it's important to properly maintain the size and shape of Fires. Every time the Fire Size changes, the player in charge of the burning object (or the player who set the Fire, for unaligned objects) must adjust the physical patch of Fire to match the new Fire Size, adding appropriate inches of flames or yellow bricks when the Fire grows, and removing inches when the Fire shrinks. He can choose to adjust any side of the existing patch when adding or removing bricks, but he cannot otherwise control the Fire, and the Fire can't spread through physical obstacles without burning around them or destroying them first.
Not all Poison-like effects are wholly detrimental. Bound by their oaths to the Daemonslayer Legionidus and cast out with him from Volhalla to the shores of hell, these slain Vol warriors grow in power by drinking the blood of the Daemons they defeat. The increasing Daemonic taint in their souls is a small price to pay for unholy strength in battle and the chance to one day return to Volhalla.

Acid, Poison, and Disease

Because Fire is the most common type of continuing damage in BrikWars, the Fire rules (with a few tweaks) are used as the basis for other types of Damage that have a lasting Burning effect from turn to turn.

A d4 of Acid, for instance, burns a victim like Fire but can only die down, never growing.

D4s of Poison, infection, or disease burn like internal Fires, but can normally only spread to living creatures, and only through attacks that break the skin. (Alternately, a computer virus can only spread to computers that interface with an infected machine.) Poisons, curses, and other unusual types of Continuing Damage may lead to an alternate final stage besides death - Poisonous bites that turn their victims into monsters are especially popular.

Creatures and objects suffering from one of these alternate forms of Burning still feel...
the usual effects of Being On Fire - the weakening from Armor and Skill Penalties, the Burning Roll, the ability to make whatever alternate version of a Flaming Attack makes sense for their condition. Characters burning with Acid will still tend to run around hysterically, while Characters whose uncomfortable Burning is the result of Poison or disease have an easier time sitting still.

8.4: Heavy Explosives

When a grenade-sized Explosive goes off, it creates a blast of Explosion Damage \((\text{Exp})\) that affects all objects within two inches. With larger Explosions, this radius is multiplied, doing the heaviest Damage at the center and diminishing over distance.

Both Explosives and Rockets do Explosion Damage. Regular Explosives must be dropped like bombs, thrown like grenades, or launched out of a Launcher, while Rockets may be fired off like a single-use Ranged Weapon.

Explosion Damage is based around the intimidating d10, so players who expect to cause a lot of Explosions should make sure to bring a sufficient supply of d10s.

Heavy Explosions

Explosive: Cost: $$\text{XS} \times \text{CP}$$ Damage: $$\text{XSd}10 \text{ Exp}$$ Notes: Use and Range determined by Launcher
Rocket: Cost: $$\text{WS} \times 2 \text{ CP}$$ Use: $$\text{WS} \times 2$$ Range: $$\text{WS} \times 6$$ Damage: $$\text{WSd}10 \text{ Exp}$$

When an Explosion occurs, the player rolls the number of d10s in the weapon’s Damage rating, and leaves the dice on the table. All objects (or Components, for larger targets) within a two-inch radius of the blast center take this much damage, and any loose objects in this radius (including objects which only became loose after being destroyed by the Explosion) are Knocked Back one inch for every d10 in the Damage roll (Chapter 5.4: Charge!).

For a 1d10 Explosion, this is all that’s required. For Explosions with multiple d10s, after handling Damage for all the objects within the first two inches, remove the highest die in the roll, and count the new total result on the dice that remain. All objects within the next two inches of radius take this new result in damage, and loose objects are Knocked Back a number of inches according to the number of dice remaining. Continue removing one die for every two inches and distributing damage and KnockBack accordingly, until no dice remain in the Explosion Damage.

Players may wish to save handling all KnockBack effects for the end, in order to avoid accidentally damaging the same object twice.

Damage from more than one Explosion can stack, but the sizes of their radii do not. A hundred 2d10 Explosions in
the same spot cause 200d10 worth of Damage in the first two inches, 100d10 in the next two, and none after that. They don't combine into a single massive explosion with a four hundred inch radius.

**Craters**

Whether the battleground is made of baseplates, tabletops, or carpeting, it's almost never practical to carve divots or bust holes in it when Explosions go off. Instead, make a single roll for the ground's Armor (1d10 by default, although different ground materials may have higher or lower Structure Levels as seems appropriate), and then roll the Explosion Damage against it. Explosion Damage decreases the further it gets from the center of the Explosion, so there will be maximum circular radius at which the Explosion Damage no longer defeats that Armor roll. At this radius, instead of digging a hole into the ground, use spare bricks to build the edges of a crater upward. The crater edges should be one brick high for every two inches of radius; an eight-inch-radius crater will have edges as tall as a minifig.

**Fire**

If players are allowing Fire in their battle *(Chapter 8.3: Automatic Weapons)*, Explosions can be a very effective way of setting Fire to otherwise fireproof objects. As with a FlameThrower, if the roll on any individual die in an Explosion Damage roll is higher than the Structure Level of the object taking damage, it adds +1" worth of Fire Size to the object. Unlike a FlameThrower, Explosions roll d10s rather than d4s, so they will ignite almost everything they touch - at least for a while. Once the Fires have been set, they still roll regular d4s for the Burning Roll at the beginning of each turn, and so objects of Structure Level 4 or greater will go out before long.

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### Explosion Example: Wall Demolition

*Example:* The Imperial Ministry of Truth uses spare blast walls to test missiles and improve the believability of their faked plane crashes. By popular acclaim, Privates Templin and Reale have been volunteered to man the guard towers.

Once they’ve taken positions, the Ministry fires a Size 3" Missile at the wall, striking two inches underneath Private Reale’s tower in a 3d10 Explosion. The missile rolls a 3, 6, and 7, for a total of 16 points of Damage within the first two inches. Removing the highest roll (the 7), the total is 9 Damage in the next two inches after that, and (removing the 6) 3 Damage in the outermost two inches.

The wall has Structure Level 3. It rolls 5, 2, and 8 on its 3d10 Armor for a total of 15. This is less than the Explosion’s innermost Damage of 17, so all wall components within two inches of the blast are destroyed, tossed away three inches, and the rubble is set On Fire with a Fire Size of 2" (thanks to the rolls of 6 and 7; the 3 wasn’t enough to exceed the wall’s Structure Level).

The Armor Roll of 15 is enough to exceed the 9 Damage for the next two inches away from the Explosion, so the rest of the wall survives, although it’s still set On Fire (from the remaining rolls of 6 and 3, the 6 is enough to exceed the Structure Level, while the 7 has been removed).

With the destruction of the wall underneath Private Reale’s tower, it is no longer attached to the wall. Even though it survives the Explosion Damage, it is still Knocked Back two inches. Since the blast was directly underneath it, the tower is sent flying straight up into the air, with Private Reale still on top.

While the wall won’t take any more damage, the ground it’s resting on has a Structure Level of only 1. It rolls an 8 on its Armor of 1d10, less than the 9 Explosion Damage at the two- to four-inch radius, but more than the 3 Explosion Damage further out; all of the ground within 4 inches of the blast is destroyed. (The ground directly underneath the wall is protected, since the base of the wall survived to shield it). Within that area, any “ground” bricks on the surface of the baseplate are torn up and sent flying two inches.
Payload Launchers

**Launcher:** Cost: WS\times 3\text{CP} Use: WS\times 2 Range: WS\times 6” Damage: PSd6 or object’s Damage Notes: Max Payload Size of WS/2; max Explosive Size of WS

The Launcher category covers any device designed to launch a Payload across a distance, from minifig-scale bazookas, mortars, and slingshots, to siege-scale catapults, trebuchets, and artillery cannons. Launchers are ideally used to deliver Explosive Payloads, but boulders, plague-ridden corpses, and sewage-filled dumpsters raining onto enemy formations also have their special charm.

Unlike regular types of Ranged Weapons, for which ammunition is mysteriously never an issue, a Launcher's Payload must always be represented in-game by one or more physical objects. All Launchers must have a designated area for loading their Payload (e.g., the basket of a catapult, the breech of a cannon, or the trolley of a railgun), and all Payloads must be placed into or onto this location prior to Launch. Players may choose to construct their Launcher with an ammunition battery for auto-loading (such as a missile rack or ammunition drum), but most Launchers end up being loaded by minifigs carrying objects by hand. Less traditional Payloads are possible and fully encouraged; an appropriate Launcher might also be used to scramble spacefighters, deliver paratroopers, or send enemy prisoners into orbit. As long as it is properly loaded, a Launcher may fire once per turn.

A Launcher can fire a group of one or more Explosives with a combined Explosive Size up to the Launcher’s own Weapon Size, or a group of one or more regular objects up to one half its own Weapon Size, rounded down (this means that a Size 1 Launcher is limited to either Size 1 Explosives, or Size 0 objects like minifig equipment or Vermin). The Launcher operator makes a separate Attack Roll for each object launched, as multiple projectiles tend to disperse while in flight. Non-Explosive Payloads do Crash Damage with full Momentum (9.3: Vehicle Combat), doing a d6 of Damage for each point in their current Structure Level ((PS)d6 Crash Damage). Launched Explosives use their Explosion Damage ratings on impact.

**Payload Example:**

**Missile Racks**

*Example:* Finding the offensive power of LEGO set 7701 to be insufficient, Robot Monkey set about making some upgrades.

In addition to the retrofitted tactical nukes, railguns, miniguns, RPG launchers,
from NELUG's "The Post-Apocalyptic Research Vehicle"

and the "Apocalypse" uber-chaingun, this new and improved Uber-Titan also sports a pair of shoulder-mounted six-barrel missile racks.

Each missile rack is a Size 3" Launcher (Cost: 9CP Use: 6 Range: 18") loaded with six Size 1 Explosives (Cost: 1CP Damage: 1d10 Exp), for a total cost of 30CP. With Weapon Sizes of 3", each Launcher can fire up to three of its Size 1 Explosives per turn, rolling Use: 6 Attacks separately for each to see if they hit.

Photo: Robot Monkey from "The Uber-Titan"
Elements shown: LEGO

Launchers fire their projectiles in parabolic arcs rather than straight lines. This means that a Launcher can fire over the tops of obstacles to strike targets behind them (subject to a possible -5 Attack Penalty if they're firing at targets they can't see (5.1: Making Attacks)), and that, unless the attacker specifies otherwise, the Payload will fall on its target from above rather than along the Launcher's line of sight. It also means that a Missed Shot with a Launcher always has to come down somewhere, unlike regular Missed Shots which can fly off harmlessly into the sky and be ignored (5.3: Ranged Combat). Because Launchers are notoriously inaccurate, this will happen fairly often.

Flight Time

As they get into larger Sizes, Launchers have much longer range capabilities than other types of weapons. A large Launcher can fire so far, in fact, that the projectile doesn't come down until the following turn, giving potential targets a chance to scatter. Whenever a Launcher fires at a target more than twelve inches away, the Payload is launched, but the player doesn't immediately make the Attack Roll. Instead, he places a marker at the intended target location (an "X" built from red bricks is traditional). It's only at the beginning of his next turn, when the Payload finally comes down, that he makes the Attack Roll and finds out whether the projectile hit its target or how much it missed by.

Long Range Example: The Young Pyramidheads

Example: Stuck on the wrong side of the crater while their enemies are escaping with the invaluable Maniac Beer keg, Elmgamnicico's Gamma Corps are upgrading their makeshift catapult from 3" to a full 5" Launcher in order to have enough Range to launch themselves to the opposite side of the battlefield. Unfortunately, lacking a Mechanik of their own, they use their whole turn collecting the bricks with which to build it, and have no time left over to test-fire the thing.

Instead, they call over to Tarren's nearby squad, a group of frat brothers from the Young Pyramidheads organization. "Hey, you guys want to test out our new catapult?"

"Um, DUH?" say the Pyramidheads. Since a Size 5" Launcher requires at least 2.5" worth of Creations to power it, it takes the Teamwork of three frat brothers jumping on the swing arm to power a successful launch. The fourth Pyramidhead readies his sword and loads himself into the launch scoop, and the fifth and final brother takes the controls and hits the fire button. ZOOM!
The Pyramidheads pick an impact site precisely 30” away, at the Launcher's maximum effective Range, hopefully landing their leader on the stable inner ring of the crater rather than in the lava on one side or the dangerously unstable magma crust on the other.

The target site is still three inches short of the Beer, but they can't afford to take any extra Skill Penalties from Out of Range inches; the Use rating on a 5” Launcher is already up to 10, and the Pyramidhead firing the thing only has a Skill of 1d6.

30” is a long way, much further than a Launcher's maximum same-turn delivery distance of 12”, so the launched Pyramidhead won't come down until the following turn. A red “X” made from a pair of 1x3 plates is set down to mark his intended crashdown target. No one will know whether he'll miss it, or by how far, until the delayed Attack Roll occurs when he lands.

From "Assault on Goatse Bunker"

**Thrown Weapons**

*Minifig Throwing Arm: \*Weapon Size: 1/2” \*Use: \*object’s Use \*Range: 3” \*Damage: \*object’s Damage \*Notes: Size 0 Payloads only*

Often overlooked in favor of the majestic mechanical Launchers of military engineers, pairs of naturally-occurring Launchers can be found hanging off the shoulders of even the lowliest peasants. A minifig's arms are considered free Size 1/2 Launchers, capable of throwing Size 0 projectiles like grenades, hand weapons, and small animals.

Thrown objects have the same Use rating and do as much Damage as if they had been used in Close Combat. Thrown Explosives cause their Explosion Damage on impact (which is technically also the same as in Close Combat, although they're used in that capacity only infrequently).

Creatures with larger arms can throw correspondingly larger objects, but these larger thrown objects still have effective Use and Damage ratings as if they were being used in Close Combat, unless the creature's arms were bought and paid for specifically as Launchers.

Minifigs working together can combine their half-inches of strength - four minifigs can act as a Size 2” Launcher, for instance - but the Range of their throw never increases, remaining at 3”.

Because a minifig’s three-inch throwing range is not a lot of distance, it's good to remember that units can attack targets Out of Range, taking -1 penalties to Skill and Damage for every inch beyond the attack's effective Range (5.1: Making Attacks).

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**Long Range Example: The Young Pyramidheads (continued)**

Since it takes a full round of turns for the Pyramidhead to fly through the air, the Beer has time to change hands several times.

Moronstudios' nearby Viking grabs it first and chucks it in the lava, setting off an explosion as the keg's automatic flame-retardant foam systems send it flying. A Deadly Spaceman from Apollyon’s Krude Konstruktion Kingdom is next, Sprinting out of the lava just long enough to grab the Beer before burning to death.

During a mad dash by Solvess' Shitgoat creatures, most of them break through the unstable magma crust and fall to their agonizing magma deaths, but a single one gets the right combination of Bonus Dice to Sprint a full 14” without cracking the ground underneath. He snatches the Beer from the burning corpse of the Deadly Spaceman. He'll lose it again in a few moments when he's mercilessly butchered by one of Warhead’s weapon-hoarding Necromancers, but in the meantime the flying Pyramidhead is about to hit the ground.

No one expects Tarren to hit a 10 on a roll of 1d6, and it looks like even a single inch of Missed Shot will be enough to have him divebombing straight into the lava pool - but he hits the 6 plus a 5 for the Bonus Die, for a miraculous 11.
Pyramidhead hits his mark precisely.

It's not enough just to hit the target; the Pyramidhead must now survive the Collision with the ground. The hardened lava rock is arbitrarily assigned a Structure Level of 2, and so the Pyramidhead takes 2d6 Collision Damage. (The ground also takes ½d6 Damage from the Pyramidhead, but no one cares enough to bother rolling it). Once again, his luck holds out - a pair of ones mean that he survives unharmed.

Meanwhile, one of Piltogg's Akkadian troops, burnt up by lava and tangled in the spikes on the embankment, has used a looted axe to hack off one of the spikes and has been saving his Response Action for just such an occasion.

Before the Pyramidhead can respond, the Akkadian uses a Response Action to make a perfect throw, planting the spike deep into the Pyramidhead's gut.

8.5: Field Hazards

When this ImmortalTech Keg of Maniac Beer crashes into the surface of Planet Grimdark, its automatic defense systems kick in. Two massive skeletal hands form from the volcanic strata of the planetary crust, reaching upwards through the rock only to claw back in again and tear a giant prolapsed orifice in the surface.

Robotic defenders, immune (mostly) to the temptation of the Beer thanks to their mecha nature, spring up to man defense turrets against the sea of thirsty invaders sure to arrive. They're defended by a ring of spiked embankments, a moat of molten lava, and a great plain of unstable magma crust. Behind them, the Beer is ringed with barbed-wire fences and proximity mines.

The most lethal factor, however, is the irresistible nature of the Beer itself - no matter how many invaders combine forces to breach the defenses, only one can escape with the Keg, and each attacker will stop at nothing to make sure he's that one.
### Hazard Dice

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<tr>
<td>Exposure Damage</td>
<td>FS x2</td>
<td>d6 Damage, or d4 Fire</td>
<td>Damage multiplied by Size* Exposure</td>
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<td>Difficult Terrain</td>
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<td>Energy Shields</td>
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<td>Mechanisms</td>
<td>(Free)</td>
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*FS* refers to inches of Field Size, the basis for Field Hazard costs.

The final category of weapons allows minifigs to slaughter one another using the environment itself. **Field Hazards** such as minefields, bear traps, electrified surfaces, razor wire, and poorly-labeled latrine pits all have the potential to ruin an intruder's day. They may be constructed by players trying to advance their individual goals, or they may be natural environmental hazards, equally dangerous to all players and not owned or paid for by any of them. Field Hazards are never secret - every player at the table will know the boundaries of every minefield, although they may need to send some minifigs in to stomp around if they want to pinpoint the individual mines.

A Field Hazard is defined by two attributes: the **Field**, which measures the size of the danger zone, and its **Hazard**, which determines what happens to the victims who wander into it.

#### Fields

Field Hazards don't take a lot of input or oversight from minifig controllers. Instead, their effects are triggered when a minifig or other unit wanders into the wrong area. Anti-personnel mines blow you up when you step on them, magma flows burn you when you swim in them, and poison gas chambers poison you when you're unlucky enough to still be standing in them after the computer's warmed up the neurotoxin emitters.

The area covered by a dangerous condition is its **Field**. The Field may be filled with the Hazard itself, such as molten lava, tear gas, or boy-band music played at high volume. It may also be an unpredictable area filled with hidden and scattered Hazards, like antipersonnel mines, patches of thin ice, swampy sinkholes, or subterranean BrikThulhoid tentacles waiting to burst through the surface and drag the unwary to their doom.

Fields are defined by their Size", which is measured in the same way as for any Structure (7.1: Structure) or Weapon (8.1: Weapon Size). Players will need to know exactly where the boundaries of the Field lie, so it's a good idea to indicate a Fields’ edges with lines of small bricks or some other markers if they’re not otherwise obvious.

#### Hazards

The dangerous conditions within a Field are known as its Hazard. Unlike specifically-targeted Attacks from weapons and devices, Hazards are spread consistently throughout their Fields - no matter where in a Field you're standing, a Fire’s flames are just as hot, a river's current is just as strong, and a minefield’s mines are just as likely to be hiding under your next footstep.

### Hazard Dice

While it's impossible to list all the types of Hazards that might appear in a BrikWars battle, their effects are built up from **Hazard Dice** that fall into a short list of basic categories. **Exposure Damage** dice cover effects that damage their victims by simple exposure, especially Fire. **Difficult Terrain** dice are for areas that hamper Movement in some way, particularly water Hazards and barbed wire. **Concealed Hazard** dice are for areas that are mostly safe until you step in the wrong place, especially minefields. A final type, **Energy Shield** dice, create special Field
The number of Hazard Dice in a Field Hazard are limited to the number of inches in the Field’s Size”, although there’s no limit to the number of times the dice themselves may be rolled as one victim after another wanders into the Field. If the Size” of the Field is somehow reduced below the number of Hazard Dice, Hazard Dice must be removed to adhere to the new limit, chosen by either the Field Hazard’s owner or, for Field Hazards that have no owner, by mutual agreement or a What I Say Goes roll.

If a Field Hazard is powered by a Structure, then every Hazard Die rolled uses up one inch of the Structure’s Size Limit for Weapon use for that turn (8.1: Weapon Size). This can make Field Hazards a risky modification - enemies can quickly overload a Structure’s power supply for the turn by setting off a single Field Hazard multiple times. Most such Hazards are given manual control overrides so that a Structure’s Operators can switch them on and off as necessary.

### Exposure Damage

**Cost:** Size”x2CP per 1d6 Damage or 1d4 Fire Damage

Many conditions damage victims through exposure alone - Hazards like acid, radiation, electrified surfaces, hailstorms, and open flames do greater amounts of Damage the more the victim is exposed to them. Whenever a unit or object encounters a Field that causes Exposure Damage, measure the Size” of whatever portion or portions of the object that spend time in the Field during its turn. The number of Exposure Damage dice are multiplied by the number of exposed inches of Size” and inflicted on the victim all at once (for instance, a six inch FireTruck with bad brakes, accidentally driving four inches into a 2d4 Fire, would take 8d4 Fire Damage that turn on the exposed section). Size zero objects simply take a single point of Damage per Exposure Damage die; these do not count against any Size Limit for the Field Hazard.

The main purpose of **Difficult Terrain** is to hamper unit movement. Difficult Terrain may slow units down, move them in directions they don’t want to go, or it may let them go whichever direction they want, but decrease their ability to stop or turn.

**Spiked Obstacles**

Many types of Spiked Obstacles are effective against a limited range of targets. Barbed wire can be viciously damaging against fleshy targets, but is lucky to even slow...
Each d6 of Difficult Terrain dice costs 1CP per inch of Field Size", regardless of what the d6’s Move effects are. For Slow Fields that slow or stop units (mud, glue, rubble), the d6s' inches are subtracted from victims' Move" for the turn. For Current Fields that move units (river current, wind machines, greased ramps), the unit is moved by the d6s' inches first, and it may then use its full Move" as normal. D6s for Slippery Fields (ice, oil slicks, spilled marbles) use up a units' Move" inches by forcing them to continue in whatever direction they were already moving, up to their own Move ratings, or by holding them still if they weren't moving already; if they still have Move inches left over afterwards, they can use them to continue as normal.

The most popular types of Difficult Terrain force travelers to choose between losing Move inches or taking Damage. Spiked Obstacle d6s (barbed wire, anti-cavalry stakes, caltrops, cursed thornbushes, clawed skeleton hands reaching up out of the grave) act like a Slow Field for units that use their Action to move carefully. For units in a hurry or moving uncontrollably, the Spiked Obstacle d6s act as Exposure Damage instead, doing d6s of Damage for every inch of Size" that a victim exposes to it.

Concealed Hazards
Cost: Size"xCP per 1d6 Damage, 1d4 Fire Damage, or 1d10 Explosion Damage
½ Size"xCP per 1d6" Move effects
Concealed Hazards add the element of surprise to Hazardous terrain - units are never quite sure whether their next step will crack through thin ice, drop them into quicksand, or set off a landmine. Concealed Hazard dice cost half as much as the equivalent Exposure Damage or Difficult Terrain Dice.

When using Concealed Hazards, it's important to bring some kind of marker to show spots where the Hazards have already been set off. Units may cross over the same patch of land a hundred times before the bear trap goes off on trip one hundred and one, but once triggered, hidden pits don’t re-hide themselves, mine craters (8.4: Heavy Explosives) don’t grow new mines, and falling block traps don’t lift their fallen blocks back up into the ceiling.

Units traveling through Concealed Hazards must make a Skill Roll every turn against the number of inches they travel within the Field. If their Skill Roll is equal to or higher than this number, then nothing happens - they travel over the ground as usual. If the roll fails, the Skill Roll gives the number of how many inches they were able to travel before suffering the consequences dictated by the Hazard. On a Critical Failure, the consequences occur immediately, before traveling any distance at all.

Timid units traveling through a Concealed Hazard Field can use an Action to move very carefully, moving at half speed and gaining +1 to their Skill Roll against the Hazard.

Large units have a higher chance of setting off Concealed Hazards than smaller ones. Objects larger than Size 1” take a Skill penalty equal to their own Size when rolling against a Concealed Hazard Field. Except in special cases, Size 0” objects are too small to set off Concealed Hazards.

For objects that leap, fall, or are thrown into a Concealed Hazard, roll against the number of inches traveled while airborne. On a failed roll, the consequences occur at the point of impact. For objects with no Skill, roll 1d4. If an object is being carefully set on the Concealed Hazard, for instance if minifigs attempt to build a platform over unstable ground, use the Skill of the unit setting the object in place - the object isn't traveling anywhere, but will still set off the Hazard on a Critical Failure.

Energy Shields
While not Hazardous in the usual sense, **Energy Shield** dice are treated as a type of Hazard Dice, subject to the same Field Size limits as other Hazard Dice. Energy Shields are not especially cost-effective as a replacement for standard Armor, but they do open up extra protection options for a Creation that has already reached its maximum Structure Level.

A Creation protected by Energy Shields spends an Energy Shield die to be Armored against incoming Damage (3.3: **Bodily Protection**). An individual Energy Shield die may be triggered repeatedly by multiple attacks in the same turn, but only once for each attack. Creations with multiple Energy Shield dice can spend a number of them at once to gain multiple layers of Armored status against attacks that do multiple dice of Damage.

However, like all Hazard Dice, each Energy Shield die spent counts as one inch against the Creation's Weapon Size Limit. Once that limit is reached, the Creation is out of power to activate Energy Shields or any other weapons or devices until its next turn. Opponents may take advantage of this limit by using Opportunity Attacks to overload a heavily-shielded Creation on its own turn, before it's able to bring its weapons to bear.

Even in very simple battles, Creations with Energy Shield dice should have some means of showing how much power they have left available in their Weapon Size limit for the turn (usually with a series of pips on some surface), or, at the very least, some indicator of whether the Energy Shields are up or down (with a switch element or any other removable piece used as an Energy Shield indicator).

Energy Shields are "up" by default - incoming Damage dice automatically trigger the appropriate number of available Energy Shield dice. A Creation's Operator may spend his Action to activate or deactivate some or all of the Energy Shield dice in order to budget inches for its Weapon Size limit, or he may spend his Action to take direct control and decide how many Energy Shield dice to spend on each attack individually - a useful way of conserving limited Energy Shield defenses for when they're most important, or to save Weapon Size inches to spend on other weapons.

Regular Energy Shields work against all kinds of incoming Damage, but certain campaign settings or strategies can call for **Specialized Shields** which are super-effective against a specific attack type but completely ineffective against other Damage types. In sci-fi settings, starships often have separate Specialized Shields for energy weapons and for physical projectiles, while a fantasy setting may have separate Specialized Shield enchantments against melee weapons or against ranged projectiles. A Specialized Shield die works like a regular Energy Shield die, but each one grants two levels of Armored status against its designated Damage type rather than one.

Energy Shields are created by **Shield Projectors** extruding from the surface of the Creation they protect. Any elements or objects can be used as Shield Projectors, as long as they're obvious to all players; these have no extra cost beyond what was already paid for the Energy Shield dice. Shield Projectors can't project through solid objects, so only the elements with immediate line of sight to one or more Projectors can be protected. If any part of an individual element has line-of-sight to the Shield Projector and is within the Field Size, the whole element is protected, including sides of the element facing away from the Projector. If a larger Creation has exposed surfaces facing in multiple directions, it'll need multiple Shield Projectors if it wants to cover all of them. Shield Projectors can be vulnerable to Component Damage attacks, and are always one Structure Level weaker (minimum Structure Level zero) than the Creation they're mounted on, although they are also protected by their own Energy Shield dice while activated.

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### The Personal Shield

While **Body Armor** is the protection of choice for common infantrymen, specialized units may opt for something more exotic: a minifig-sized Energy Shield.

An Energy Shield has several drawbacks compared to standard Body Armor.

- **Weapon Size Limit**

  Minifigs only have two inches in their Weapon Size limit, so they can only get the benefit of an Energy Shield die once or twice before it runs out of juice for the turn, and this can seriously disrupt the minifig's ability to use other weapons. Although the minifig may still hold and carry Two-Handed Weapons or a pair of smaller weapons as usual, he may only use a single one-handed weapon or device of Bastard size or smaller while the Shield is active.
Controls

It takes an Action to change the settings on an Energy Shield. If the minifig wants to activate it or deactivate it, or take active control to focus its defense against a specific incoming attack rather than whichever attack hits first, he'll have to dedicate his Action for the turn, rendering him mostly useless for other tasks.

It has a few advantages as well, although these counterbalance the disadvantages only in rare circumstances.

Unencumbered Movement

Standard Body Armor drastically impairs a minifig's movement, slowing them badly and preventing them from Sprinting or Swimming. Energy Shields don't affect a minifig's movement in any way.

Unencumbered Movement

Unencumbered Movement

Higher Armor Limit

Most personal shields are FS:1" Energy Shields (1CP, 1 Energy Shield die) equipped in place of Body Armor (2CP, +Armored). However, the Energy Shield can also be used in combination with Body Armor (3CP, +Armored, 1 Energy Shield die), or even made double strength as FS:2" Shields (2CP, 2 Energy Shield dice) for minifigs who have to be protected at all costs. Players should note that Energy Shields in most cases are triggered before the effects of Body Armor, which may not be ideal.

Hideable

In battles that incorporate roleplaying, a deactivated Energy Shield is much easier to hide than a suit of Body Armor. An assassin disguised as a harmless civilian, for example, might be hiding a mystical Amulet of Laser Deflection or a Pocket Force Field Projector until the moment he's ready to strike.

Mechanisms

Devices and Creations purchased as normal, default 1d4 Skill where applicable

Triggers and Mechanisms free

Not all battlefield hazards are based on environmental conditions. Every once in a while, minifigs have the time and attention span to assemble something more deliberate and specific. Defense turrets, slamming blast doors, rolling boulders, strategically positioned sleeping tigers, auto-flushing toilets - any Creation, Weapon, or Device that can be activated can be engineered into a custom Mechanism, operating independently or in coordination with other Field Hazards.

Mechanizing an activatable object costs nothing extra - once the object itself is paid for, the Mechanisms are free. Mechanisms are not capable of initiative or independent thought, so players have to be specific about the exact conditions that activate a Mechanism, and its behavior once activated.

Triggers

Mechanisms are often attached to Concealed Hazard Fields - hidden pressure plates, motion detectors, tripwires, or some equivalent are scattered throughout the area, and tripping one of them will set off the device. (By default, concealed weapon traps are automatically pointed at the spot where the Hazard happens to be tripped. Even if the players don't know in advance exactly where the tripwires are, the minifigs who built the trap presumably did.)

Other Mechanisms are activated by specific Triggers. Any object physically represented on the battlefield can be designated as a Trigger for one or more Mechanisms. Minifigs may be required to interact with the object in a certain way (typing the proper code into a keypad, turning the arming keys before pulling the self-destruct lever, or playing a particular tune on a skeletal pipe organ), or the Trigger may be set off by any interaction at all (a doorknob wired with a mercury switch). Like all Mechanisms, Triggers have no extra cost.

Some triggers are obvious (the comically oversized power switch, or the giant red "DO NOT PUSH" button), but many are not (the disguised torch lever that opens the secret door, the doorknob that sets off the hidden fireball trap). In theory, opposing minifigs won't know the location of these secret Triggers, but in most cases all the players will, unless the game has an impartial moderator to keep secrets secret. Often, the easiest workaround for secret Triggers (as well as other types of hidden objects) is to build a large number of potential Triggers, and roll dice whenever one is tried to see if it's the real one.

Multiple Mechanisms

Mechanisms can be bought in multiples, and, depending on the Hazard concept, the multiples can be handled in
different ways. If a player buys three tigers for his Field of Concealed Hazard pit traps, then all three might be
waiting in the first pit an enemy falls into, there might be one in each of the first three pits encountered, or the player
might roll randomly for each pit until all three tigers have been located. This is largely up to the player setting the
trap, but should be spelled out in advance of starting the battle.

Alternately, the same Trigger might activate a series of different Mechanisms each time it's set off. For example, the
first pull of a suicide lever might slam the doors and lock you into the chamber, while the second deploys a row of
motion-tracking rifles from the wall. The third pull extends a mechanical arm to offer a cigarette and a blindfold, and
so forth.

**Deadly Mechanisms**

Any Mechanism designed to directly damage or attack a target should be purchased as a Weapon. A two-story
granite sphere is just a big rock, but once it's rigged up as part of a rolling boulder trap, it becomes a Size 5" Melee
Weapon and should be purchased as such.

Deadly Mechanisms are, for the most part, single-use (until reset by a minifig technician - those hidden crossbows
don't re-arm themselves), and they make their Attacks with an inanimate object's default 1d4 Skill. A **Smart
Weapon**, equipped with simple robot brains or magical enchantments, can Attack with a Skill of 1d6 and can often
be re-used from turn to turn. Smart Weapons can be treated as a kind of Simple Half-Minded Creature (*10.1: Minds*),
but for simplicity's sake it's easier to just say that a Smart Weapon costs +1**CP** more than the dumb variety.

**The Scout**

When dealing with Field Hazards, most units are limited to two options: avoid them completely, or accept the
Damage and hope their Armor holds out. Luckily, there's a third option: with a specially-trained **Scout** leading the
way, many dangers can be safely bypassed or neutralized.
Pathfinding
Pathfinding Specialty (+1CP): allows bypass of Unstable Ground for self and others at 1/2 speed; allows manipulation of locks and Triggers; 1d8 Skill vs. Field Hazards
Scouts have the Pathfinding Specialty, giving them the ability to recognize hidden dangers, disarm traps, and safely navigate dangerous terrain. Moving at half speed or less, a Scout is immune to Unstable Ground Hazards, and he can use his Action to safely lead any number of units safely through along with him. He can also use a full-round Action to access and operate enemy Mechanisms, allowing him (for instance) to bypass, disarm, or re-arm Triggers, and to pick basic locks.

Stealth
Stealth Specialty (+2CP): adds 1/3 cover; allows Invisibility
A Scout's abilities in avoiding danger extend not only to environmental Hazards, but to active enemies as well. Through camouflage, misdirection, and the obsessive-compulsive drive to minimize his own presence in any situation, a Scout's Stealth gives him one more point of cover than logic would suggest. In a completely exposed position, a Scout has an effective 1/3 cover (-1 Attack Penalty for anyone targeting him). In 1/3 cover, Stealth makes it 2/3 (-2 to be attacked), and in 2/3 cover the Scout is effectively completely invisible (-5 to enemy attacks, if they even know he's there at all).

If a Scout is invisible to all enemies at the beginning of his turn (that is, he has at least 2/3 cover from any enemy unit on the field capable of spotting him), he can use his Action to make his Stealth complete and be considered Hidden. The Hidden Scout is removed from the field, and a Last Known Location Marker (often a flag or red brick "X") is added in his place. His player places a single pip next to the Marker (a 1x1 brick, normally), used as the first in a pile of counters to keep track of how many turns the Scout has remained Hidden. At the beginning of each of the Scout's subsequent turns, he may use his Action to remain Hidden, and his player will add an additional turn counter next to the Marker each time.

While Hidden, a Scout may not use his Action for anything except staying Hidden, but otherwise there's nothing to prevent him from secretly moving around the whole time. The player controlling him may try to keep mental track of where he's moving as the battle progresses, but it's more fun if he doesn't. It's better to wait and reveal that Scouts have coincidentally taken exactly the most convenient path once they become visible again.

When a Scout decides not to use his Action to remain Hidden at the beginning of a turn, the player controlling him gets to decide where he spent all that time moving to. For every two turn counter pips next to the Scout's Last Known Location Marker, the Scout is considered to have spent one full turn of Movement while Hidden (Stealth requires a lot of holding still and moving slowly, so the Movement for the other half of the turns is wasted). The player can move the Scout from the Last Known Location Marker to any position he could have reached within that many turns of Movement.

When the Scout's location is revealed, the nearest enemy unit able to see him in the new position may attempt to Detect him, making a Skill Roll against the number of inches between himself and the Scout. If the Skill Roll is less than that number of inches, then the Scout was not Detected and arrives safely. If the Skill Roll equals or exceeds the number of inches, then the Scout was Detected before he reached the position where he planned to appear. Look back along the path of his Hidden Movement and find the spot that's exactly that many inches away from the unit that Detected him; this is where the Scout appears instead. Whichever spot he appears at, he begins his turn from that position with his full Movement and Action available to him as normal.

Stealth Example: Silaqui the Stealthy
**Example:** Silaqui the Stealthy needs to sneak past the Peach Pasha's guards in order to infiltrate the palace.

Luckily, there are alcoves at both ends of this hallway which offer convenient hiding places. Hiding in the alcove to the left, Silaqui can't be seen by any of the guards, so she uses an Action to become Hidden. Placing a green flag to mark her Last Known Location, she waits for her chance to sneak to the other alcove.

After a number of turns, there's a disturbance outside! Silaqui's friend, Svetlana the Strumpet, was strolling past the windows and has caught her dress on a cactus spine. Somehow Svetlana is unable to prevent the cactus from pulling her dress off repeatedly, and the guards rush to assume close observational roles in case she needs any assistance.

Six turns have passed since Silaqui became Hidden, and so she has three turns of Hidden Movement to spend. Her regular Move is 5”, so three turns' worth is 15”. This is more than enough for her to reach the opposite alcove 13” away. Because the guards are grouped around the window, none of them has a line of sight into the alcove where Silaqui plans to arrive, so none of them will have a chance to Detect her.

Much to Silaqui's surprise, the guards aren't the ones she needs to worry about. Her plan-wrecking foe, Trollface, has already snuck in through a secret passage!

Waiting only three inches away from the point where she hopes to arrive, Trollface has a good chance of Detecting her on his 1d6 Skill Roll. He rolls a 6, plus an additional 1 on the Bonus Die, for a total of 7. Trollface detected Silaqui when she was seven inches away from him, so she never reached the alcove.
The players look backwards along Silaqui’s path to find the point exactly seven inches away from Trollface when he Detected her. Unfortunately for Silaqui, this means she was smack dab in the middle of the four Peach guardsmen when she was discovered, and now they’ll be even more angry than usual because she’s interrupted an important observation mission. She still has her full Movement and Action to spend to try and get out of this tricky situation, but four against one makes for difficult odds.

Note that Silaqui can be Detected next to the guardsmen even though Trollface can’t see that location from his position. He undeniably recognized the smell of her perfume, and once one unit Detects a Hidden minifig, they all do.

### Tracking

**Tracking Specialty (+1CP): automatically Detects Stealth; allows Marking of targets for +1 Attack Bonus**

Besides being masters of Stealth, the Scouts’ keenly-refined paranoia and sixth sense for danger also makes them masters of Detection. Except when the Scout is busy with remaining Hidden himself, the Stealth bonuses of any enemies within his field of view are canceled, and hidden and Invisible units and objects are automatically revealed to him and his allies.

A **Tracking** Scout's player may have to ask a Hidden unit's player whether or not the unit is within the area of his Scout's field of view, since it won't always be obvious. If the opponent decides his Hidden unit is within the area, then the unit is revealed immediately. If it isn't in the area, but its hidden movement path crossed through the area, then the Tracking Scout detects the unit's trail. The Hidden unit’s player must move the Last Known Location Marker along the unit's hidden movement path to wherever it exited the area, spending turn counter pips as necessary to do so. If the Hidden unit is not in the area, then its player must say so, and may not later choose a path that would have taken it through that area before that turn.

A Scout is able to instantly communicate detected enemy positions to all of his allies. The Scout can use an Action to take this ability one step further, pinpointing a nearby target precisely and **Marking** it for allies to attack. The Scout must be within 8” of the target and able to see it. The Marked target is considered visible to all allies, which is useful for firing artillery shells or archery volleys over the top of an obstacle at enemies hiding behind it. All allies making Ranged attacks on a Marked target receive a +1 Attack Bonus (*5.1: Making Attacks*). Marks are not cumulative; even with multiple Marks, the Attack Bonus is still +1. The Mark lasts for as long as the target remains still, although the Scout is free to re-Mark it every turn if it tries to move elsewhere.

### 8.6: Manning Guns
Firing Weapons

In normal situations, firing a large weapon is just like firing a small one, except with bigger numbers attached. The attacker chooses a single target and may fire any number of weapons of a single weapon type (either ranged or melee) at it, up to his Weapon Size limit (8.1: Weapon Size). The attacker uses his Action to make the attack, checks the Range to the target, makes a Skill Roll with the usual Attack Bonuses and Penalties, compares the result to the Use rating of the weapon, and, if it hits, rolls the Damage and applies the result accordingly (5.1: Making Attacks).

These "normal situations" depend on two factors normally taken for granted with a minifig-size weapon. First, the attacker has to have control of his weapon, and second, the weapon has to have sufficient power to operate.

Controls

Controlling a minifig-scale weapon is a simple affair. A minifig has perfect control of a sword or pistol as soon as his hand's on the grip. On larger weapons, like intercontinental ballistic missile silos, orbital laser satellite arrays, or Bagger 288s, the controls can be far removed from the business end of the weapon itself. While Controls may be mounted directly on a weapon, they're just as often found in an attached Gunner's seat, the cockpit of the vehicle on which the weapon is mounted, or in a remote weapons control station within a nearby bunker.

Except when there's a specific reason to the contrary, all modern or futuristic military vehicles include Controls for the weapons systems in the cockpit, even if there are separate Gunner's...
In some cases, a single weapon may have Controls in several locations, leading to possible conflict if opposing forces gain access to different control sets. While each player’s forces can fire a given weapon only once per turn, any unit with access to Controls can use an Action to Interfere with a unit attempting to operate the weapon from a different set of Controls, subtracting his own Skill as a Skill Penalty to the attacking unit’s Attack Roll.

In the rare case that minifigs from allied teams find themselves at the same set of Controls, they cannot each operate the Weapon on their own turns – that would unfairly double the Weapon’s abilities. Whether Weapons, Devices, or Propulsion systems (9.4: Piloting), a minifig can only Operate a system if none of its allies used the same system on their previous turn. This special limitation only applies to allies. When enemies commandeer a set of Controls, they can make full and immediate use of them. This is justified by the fact that it’s much funnier to let hijackers have instant benefits than to give the original owners any time to react.

A Mechanik (7.3: Field Construction) can jury-rig new Controls for a weapon, even if the weapon is still controlled by one or more opponents at a set of Controls elsewhere. However, the new Controls must be attached to the inner workings of either the weapon or the machinery it’s mounted on, not to the outer plating - the Mechanik will have to crack the armor open before he can start messing with the innards.

Gathering Power

“Great acts are made up of small deeds.”
- Lao Tzu

As discussed earlier, the number of weapons and devices a Creation can activate over the course of a single turn is limited to two inches of Weapon Size for every inch of the Creation’s own Size (8.1: Weapon Size). As long as Weapon Sizes and Creation Sizes are well-matched in the design stage, this rarely becomes an issue. However, there are times when a single weapon becomes Too Big for its Creation to activate it, either because the Creation’s Effective Size has been too deeply reduced by Size Damage to power the weapon (7.2: Taking Damage), or because the player who originally built the weapon was too busy being awesome to care about Size limits.

The first option for a Creation that wishes to fire a weapon that's Too Big is to Divert All Power. By using a full-round Action, it can "save up" its Effective Size over multiple turns to meet the Size requirement of a single large weapon. While Diverting All Power, the Creation cannot move or activate any weapons or devices (apart from cosmetic devices to indicate its powering-up sequence - a Freud-Class Siege Tank plants hydraulic support stabilizers and elevates the extending cannon into artillery mode, for example).

The second means of employing a Too Big weapon is to bring a team of friends to help out. This is most often seen when a group of minifigs use Teamwork to manually operate a weapon too large for any of them individually, like swinging a battering ram, tossing a boulder, or winding the crank on a catapult. Creations using Teamwork add their
Effective Sizes together for the purpose of satisfying the weapon's Size requirement; if a Skill roll or throwing Range is required, the lowest-Skilled unit makes the roll and the lowest-Ranged unit determines the Range.

Depending on the type of power source required, vehicles or magic-powered constructs can sometimes also use Teamwork to help power a weapon - but unless they're specially designed for it, this may require a What I Say Goes roll and some jury-rigging from a clever Mechanik with a proper set of jumper cables.

For the rare weapon that's so Too Big that neither technique is enough by itself, groups of Creations can Divert All Power and use Teamwork at the same time. In either case, the participating Creations should be able to provide the appropriate type of power - a medieval knight can't use muscle to help power a lightning cannon any more than hooking him up to a car battery would help him swing a bigger sword (although the latter example is really worth testing a few times, just to be sure).

The Gunner

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Gunnery Specialty (+1CP): 1d8 Skill with mounted weapons; allows Gunnery Support Action

The Gunner is a unit that specializes in the operation of mounted weapons. For any Skill Roll related to the use of a weapon mounted on a Creation, Gunnery allows the Gunner to roll 1d8 rather than 1d6.
Besides firing large weapons with greater Skill than usual, Gunners are also trained to work in teams to fire weapons more accurately and effectively. Any unit with the Gunnery Specialty can spend its Action to provide **Gunnery Support** to another unit operating a large weapon, granting it a +1 Attack Bonus to fire. This bonus is cumulative, adding additional +1 Bonuses for every Supporting Gunner, but the number of minifigs in the firing team (including the firing minifig as well as all minifigs providing Gunnery Support) is limited to the Weapon Size of the weapon, and each minifig must be able to access the weapon or a working set of Controls for that weapon.

The exact nature of Gunnery Support depends on the weapon and the technology involved. The Gunners may be calculating trajectories, feeding ammunition belts, establishing target locks, or offering prayers to the gods of metal and mayhem.

As long as the weapon keeps firing at the exact same point, and neither the weapon or the target move, there's no need to keep recalculating trajectories - the Attack Bonuses from Gunnery Support can be considered permanent until the weapon moves or aims somewhere else. If it continues to pound that same target over several turns, the Gunners can learn from the attack results and **Home In** on the target. When their previous Gunnery Support bonuses are already considered permanent, for each new attack they can add their Gunnery Support again, accumulating bonuses over time until it becomes almost impossible to miss (ignoring the ever-present possibility of Critical Failures, of course).

**The Heavy**
Turrets
Most minifigs and vehicles abide by the agreement (an unspoken agreement, since few vehicles can speak) that minifig weapons are for minifigs, and vehicle weapons are for vehicles. There are occasional contrary-minded minifigs who refuse to play along, however, and insist on hauling around weapons that are too big for them. For normal minifigs, this means hauling a portable **Turret** into position in the field, and trying to keep that position secure long enough to set up the Turret and Weapon and lay down fire.

A standard Turret costs 1\(\text{CP}\), measures 1" in Size and can mount a Size 2" Weapon. (Larger Turrets are occasionally seen, and are purchased as regular Creations of the appropriate Size.) For minifigs hauling Turrets and Weapons into position, remember that minifigs can haul a 1" object at regular speed (although they can't Sprint), or a 2" object at half speed (7.3: Field Construction).

Once in place, whether the Turret and Weapon were transported separately or already attached, it takes a Full-Round Action for the Turret to be properly **Set Up**. Once Set Up, the Turret is stationary and the Weapon may be fired normally starting on the following turn. It doesn't take an Action to pick up the turret, move it, or detach the weapon, but if the Turret is moved or knocked over then it must be Set Up all over again before it can be fired.

Compensating

*Compensating Specialty (+1\(\text{CP}\)): When standing still, can use weapons 1" larger than normally allowed*

Occasionally, a minifig arises with the physical might (or mechanical augmentations) to act as his own Turret, able to carry and fire vehicle weapons by hand. While this ability may seem to be the purview of Heroes, the **Heavy** is usually supporting cast, using his extra firepower to show just how tough an enemy is before the Hero swoops in for the kill steal.

Thanks to the Heavy's ability for **Compensating**, a Heavy can act as if he had a Size of 2" rather than the 1" of most normal minifigs. This gives him the ability to lift, carry, operate, and throw objects twice as large as a regular minifig might. Most Heavies use their Compensating ability to wield a Size 2" MachineGun, BlastGun, or other type of ranged weapon, but Compensating works on melee weapons as well. A Heavy can wield Heavy Weapons as if they were Hand Weapons, Two-Handed Weapons as if they were Heavy Weapons, and Size 3" or 4" Melee Weapons as if they were Two-Handed Weapons.

The disadvantage of the Compensating Specialty is that the Heavy can't fire his oversized guns and hand weapons unless he has both feet planted firmly to the ground. On any turn in which the Heavy runs, jumps, Bails, uses an Angry Inch, or engages in any other type of Movement, he can't use any ability that requires the extra inch of Size from Compensating, although he may still take normal Actions like a regular Size 1" minifig.

Because the Heavy can't use Compensating while moving, heavy weapons and objects slow him down, although not quite as much as they'd slow a regular minifig. A Size 2" object slows a Heavy's Movement like a Two-Handed Weapon (-1" to Move, and no Sprinting). Size 3" and 4" objects must be dragged on the ground and reduce him to half speed.

A Compensating Heavy's extra inch of Size also makes him more resistant to Size Damage (7.2: Taking Damage). Just like any other Size 2" Creation, a single point of Size Damage will reduce a Compensating Heavy to an Effective Size of 1", weakening him to the abilities of a regular minifig again. If the wounded Heavy tries to start moving again, however, then his Compensating ends and that single point of Size Damage is enough to kill him immediately.
Chapter Nine: Vehicles

Heavy weapons are all about location; they're only as valuable as the targets within their attack radius. Sadly, it's rare to find an opponent considerate enough to construct targets within your weapons' ranges, or to allow you to construct weapons near the targets they already have.

Rather than limiting your weapons to the targets supplied by a single location, it's handy to give them a means of moving around. The value of a fine weapon can be increased dramatically by strapping a Vehicle to it.

9.1: Standard Propulsion

Creations that move around are called Vehicles, and every Vehicle requires at least one Propulsion system, even if the method of powering that Propulsion is hard to explain. (Construction-brick siege engines, for instance, are notorious for rolling around merrily despite a lack of horses or slaves to pull them.)

For game purposes, all that's important is the Vehicle's type of movement. Whether or not it has any means to power that movement is politely overlooked.

Like all devices in BrikWars, every Propulsion system should be represented by specific physical elements. Most will be obvious: wheels and sails and zeppelin balloons are represented by wheel elements and sail elements and zeppelin balloon elements, respectively. For more esoteric Propulsion systems, such as the series of levitation crystals that transports a floating bordello from one war camp to the next, the physical components should be pointed out to the other players so there's no confusion.

### Propulsion Types

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard Propulsion</td>
<td>1CP per 2&quot; Move</td>
<td>wheels, legs, oars, treads</td>
</tr>
<tr>
<td>Flying Propulsion</td>
<td>(2CP + Structure Level) per 2&quot; Move</td>
<td>wings, antigravity, capes</td>
</tr>
</tbody>
</table>

Most regular types of Propulsion (Ground, Water, and Underwater) cost 1CP per two inches of Move (e.g., it costs 5CP to buy 10" of Ground movement). Flying is more expensive: every two inches of Move cost 2CP plus the creation's Structure Level. (For instance, an armored space transport with Structure Level 2 would pay 4CP for each 2" of Flight movement.)

More unusual Propulsion types (spider climbing, underground tunneling, teleportation) may be allowed as well, if the players can come to mutual agreement about appropriate rules and CP costs.

<table>
<thead>
<tr>
<th>Movement Speed Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ground Vehicles</td>
</tr>
</tbody>
</table>
Players choose the Move rating of their Propulsion system according to what they feel is appropriate; example Move ratings are given above. If players have a hard time choosing a Move rating, the following defaults can be used:

- **Ground Propulsion** has a default Move of 18", minus twice the Vehicle's Size, minus the Vehicle's Structure Level. The Move rating of Vehicles on legs or treads is further limited to 5" times the Vehicle's Size.

- **Flying Propulsion** has a default Move of 24", minus twice the Vehicle's Size, minus twice the Vehicle's Structure Level. Vehicles that depend on wings for flight (rather than, say, helicopter blades or hover capability) need to have a Move of at least 10" in order to stay aloft.

- **Water Propulsion** has a default move of 12", minus half the Vehicle's Size, minus the Vehicle's Structure Level.

### Alternate Movement
Vehicles may sometimes move outside of their usual medium if it's appropriate to do so. Common sense should be an adequate guide: automobiles can move at lower speed through standing water, but they can’t fly; airplanes can move at lower speed on the runway, but can’t swim; submarines may move at lower speed on the ocean surface, but can’t start rolling around on land.

Vehicles moving in an alternate medium move at Half Speed *(4.1: Movement)*. No matter how much Move they have to spend, no Vehicle can move more than five inches in an alternate medium in any single turn.

### Propulsion Damage

<table>
<thead>
<tr>
<th>Damage</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Major Propulsion Element Lost</td>
<td>-1&quot; Move, cumulative</td>
</tr>
<tr>
<td>Half of Propulsion Elements Lost / Vehicle Dragging on Ground</td>
<td>Half Speed</td>
</tr>
<tr>
<td>All Propulsion Elements Lost</td>
<td>Move eliminated</td>
</tr>
<tr>
<td>Critical Flight Element Lost</td>
<td>Flying Move eliminated</td>
</tr>
</tbody>
</table>
For most devices, Damage is an all-or-nothing affair. A steering wheel is either slagged or it isn't; an elbow is either still attached or it's not.

Propulsion systems are a little more resilient. If attackers can destroy or disable a major propulsion component (one tire off a dune buggy, one leg off of a RoboSpider), the vehicle's Move is reduced by 1" for each lost component. If half of the propulsion elements are destroyed (one leg off a Tyrannosaurus, one wheel off a motorcycle), or if any part of the Vehicle is dragging on the ground, then the Vehicle moves at Half Speed, after applying all other applicable penalties. If all the elements are destroyed (one pogo off of a pogo stick, one balloon off of a balloon), the Vehicle's ability to Move is eliminated entirely.

Air-based flight systems are especially fragile (as opposed to space or antigravity flight, which are damaged as normal) - the destruction of one blade of a helicopter or one wing of a dragon is enough to ground them immediately.

**Loss of Control**

A Vehicle can lose control for any number of reasons. The Operator might be dead, absent, or distracted by text messages. Controls might be disconnected, destroyed, or contradicted by auxiliary Controls. Propulsion systems might be damaged, disabled, or sabotaged to function perfectly but in the wrong direction.

Out-of-control Vehicles keep going in whichever direction they were already going, at whatever speed they were already moving. Their movement continues in a straight line every turn until they Crash into something (9.5: Collisions) or exit the battlefield, unless players come up with a specific reason they should change direction.

A Vehicle that loses power (the fuel line is severed, the minifig working the pedals implodes, etc) or loses Propulsion effectiveness (a truck tipped off its wheels, a boat beaching itself) moves at half its current speed on the following turn, and then grinds to a halt. Flying Vehicles, in particular, grind to a halt by nosediving straight down from their final position and smashing into the ground.

## 9.2: Standard Maneuvering

Minifigs and animals are used to unlimited maneuvering. Minifigs are free to spend their Move inches almost however they want - running, climbing, spinning, jumping, hopping sideways, and rolling around at will. Most Vehicles aren't able to move quite this freely, and are subject to maneuvering restrictions.

In most cases, a player's instincts about his own Vehicle's movement capability will be enough to do the job; players tend to have a pretty good idea of what a tricycle can and can't do as compared to a mechadragon or a hot air balloon. The maneuvering limits are included for those rare occasions where you want a large Vehicle to feel ponderous, or when maneuvering space is tight enough that the limits will make a real difference. In all other cases, it's best to ignore them.

**Forward Maneuvering**

Biplanes, monster trucks, and surfboards aren't able to spin in place or hop sideways under normal conditions, and when they do it usually means something's gone wrong. By default, all Vehicles depend on **Forward Maneuvering** - they must be moving forwards or backwards in order to turn.

A Forward Maneuvering Vehicle must move at least its own body length between Maneuvers. Note the position of the front corner of its main Structure (7.1: Structure) - when its back corner reaches that position, the Vehicle can make a turn of up to ninety degrees. When it's traveled its own body length again, it can turn again, repeating this process as many times as its Move allows.

Vehicles moving very quickly find it more difficult to Maneuver. A Vehicle moving 10" or more inches in a single turn (whether voluntarily or otherwise) can make body-length turns of up to only forty-five degrees rather than ninety. The fastest Vehicles of all, moving 20" or more inches in a single turn, must move twice their own body length between turns of up to forty-five degrees.

Like minifigs, a Vehicle can be made to Sprint (4.1: Movement) in order to exceed its normal Move limit in a straight line. As with any other unit, Vehicles cannot make any turns at all while Sprinting.
Some Vehicles, like naval vessels and siege engines, may be so large and so slow that it takes multiple turns for them to travel their own body length. In cases like these, you'll need to place a marker by the front corner of the Vehicle and leave it there for as many turns as it takes for the back corner to reach it. Once it does, the Vehicle is subject to the same speed limitations as smaller vehicles - if it traveled 10” or more on any of those turns, it's limited to forty-five degrees rather than ninety when turning. (For very large Vehicles, you may want to allow them to make forty-five degree turns at the halfway mark instead for the sake of convenience.)

Apart from airplanes in flight, almost all Forward Maneuvering Vehicles can move backwards, but they do so at Half Speed. Reverse movement is always at regular Half Speed, even if the Vehicle was already at Half Speed for some other reason; this is the only time a Vehicle can use two types of Half Speed movement at the same time.

**Stationary Maneuvering**

Certain types of propulsion systems have the ability to **Turn in Place** while stationary. Rowboats, hovercraft, helicopters, antigravity spacecrafts, and Vehicles on treads or legs all have the ability to turn and face a new direction without the need to move forwards or backwards. This is entirely up to the common sense of the players and costs nothing extra.

A Stationary Maneuvering Vehicle may use its Move inches for Forward Maneuvering as usual, but it may also use inches to Turn in Place at any point during regular movement. Find the point on the Vehicle's Structure furthest away from the center of rotation, and measure the rotational distance that this point travels as the Vehicle Turns in Place. The Move cost of this maneuver will be equal to that distance.

**Flight Maneuvering**

When Flying Vehicles use Forward Maneuvering, they are always limited to forty-five degrees per turn, including any pitch change, regardless of how fast or slow they may be flying. Except in outer space, a Flying Vehicle may never raise its pitch to more than forty-five degrees above the horizontal, although it can point as inadvisably far downward as it likes. If you aren't keeping track of Flying Vehicles' specific altitudes, consider them all to be five inches off the ground by default.

Flying Vehicles without a hovering ability must always be moving forward in order to stay in the air. They have to move at least twice their body length every turn or else they stall out and crash. A non-hovering Flying Vehicle cannot remain in the air if it is reduced to Half Speed for any reason - this means no moving backwards, equipping Armor Plating, or flying with half its Propulsion missing, for example.

Flying Vehicles may drop bombs or fire Rockets from any height, but for all other weapon types they must be no more than five inches higher than a target in order to attack it. For whatever reason, direct-fire weapons on a Flying Vehicle are always designed to attack targets at a similar elevation.

When dropping bombs or other objects, Flying Vehicles may only target spots directly underneath their own flight path. Like other ranged attacks, the dropped object may end up off of that path due to a Missed Shot (5.3: Ranged Combat); the Use rating for aiming dropped objects is equal to either the object's Size or the distance of the drop in inches, whichever is greater.

When dropping Explosives, remember that the Use rating is based on the object's physical Size rather than its Weapon stats. Because Explosive Size is determined by bricks rather than inches (8.1: Weapon Size), a Size 3 Explosive might only be a Size 1" object for dropping purposes.

**Unlimited Maneuvering**

While uncommon, there are a few types of Propulsion systems that can match a minifig's freedom of mobility. If a Vehicle's Propulsion system is based on sufficiently agile limbs (mecha, horses, robot velociraptors, minifigs) or hover flight (helicopters, flying carpets, flying saucers), then that Vehicle is Maneuverable and it has the potential to prance around as freely as any minifig.

In order to take advantage of its Maneuverability, the Vehicle must either be controlling itself or be controlled by an Operator with the Piloting Specialty. A Maneuverable Vehicle that's controlled by a non-Pilot Operator is limited to regular Forward and Stationary Maneuvering instead; full Maneuverability is too complicated for untrained minifigs to handle.
effectively.

**Jumps**
Vehicles with legs (or some other jumping system) can leap across any distance within their Move radius, although the height of the leap can't exceed twice the height of their legs (or other jumping system). Vehicles on wheels or the equivalent can only **Jump** by launching themselves off of ramps.

When a Vehicle is launched off a ramp, it continues traveling in a straight line in the direction at which it left the ramp. (Non-Flying Vehicles generally have no ability to turn while in midair, but What I Say Goes exceptions might be made for Vehicles equipped with some kind of sails or airfoils.) The Vehicle can continue flying in a straight line for any distance up to the limit of its Move inches, and then drops straight down to end its Movement for the turn. (This means that Vehicles that start their turn close to a ramp will have more Move to use and can fly further in a Jump than Vehicles that reach a ramp later in their Movement. Properly-executed Jumping can depend on careful positioning on the preceding turn.) Depending on the height of the drop at the end, a Jumping Vehicle may take Collision Damage with the ground when it lands (9.5: Collisions).

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### 9.3: Thrust Vectors

#### Propulsion Types (continued)

<table>
<thead>
<tr>
<th>Type</th>
<th>Cost</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thrust Propulsion</td>
<td>1 CP per 2&quot;</td>
<td>Thrust jets, propellers, sails, rockets</td>
</tr>
</tbody>
</table>

In addition to the standard Propulsion system, BrikWars allows for Vehicles and objects that are moved by applying acceleration from individual **Thrust** forces. Thrust may be provided by dedicated Thrust-producing devices like rocket or jet thrusters, aerial or nautical propellers, or by sails and steering fins. In a pinch, Thrust can be applied in a more impromptu fashion by Shoves, Collisions, attacks, and weapon recoil, or by unusual devices like tractor beams and gravity guns.

Thrust can be more complicated to keep track of than standard means of Propulsion, and battles that feature Thrust heavily can become more about the maneuvering than about the combat. It's best to save heavy usage of Thrust for the genres for which it's thematically appropriate: age-of-sail naval engagements and zero-gravity space battles in particular, or the less frequent battles in grease pits or on fields of slippery ice.

Each Thrust effect is a vector with two parts: a direction and a number of inches. (The inches are always a whole number; fractional inches are rounded down.) Most Thrusts are resolved immediately and forgotten immediately afterwards. For the occasional Thrust whose resolution has to be delayed, pending Thrusts can be indicated by a one-stud-wide element (or combination of elements), as many studs long as the number of inches in the Thrust. One end is placed at the point where Thrust is to occur, while the other end points away in the direction of the Thrust. Done properly, these **Thrust Plates** can look like the flames of a rocket, the contrails of a jet, the wake of a ship, or dust kicking up from under the hooves of a charging nuclear rhinoceros.

**The Finger**

#### The Assyrian Finger

---
Even after the passage of several Rekonstruktions following the tragic decline and Dimmification of the Teknik civilization, legends of their invincible Dungam mobile suit teknology continued to captivate Assyrian military researchers. With the rediscovery of the Teknik swamp world of Dungobah, the Armoured Core “Austere” was sent to survey for recoverable artifacts.

Upon entering the atmosphere, the AC found itself unprotected against the unexpectedly strong Dim Side effects generated by the stupidity of the planet, and the Austere’s primary systems were knocked offline. Quick reflexes and backup Thrusters allowed the Pilot to avoid a crash landing, but the impact and swamp splatter drew the attention of hundreds of slavering bayou Dimmies, the devolved and stunted descendants of the nobleTeknik lords of eons past.

Outraged by the quality of the AC’s sound construction and consistent color scheme, the Dimmies attacked with everything they had: sticks, rocks, and their own swamp-muck-covered faces.

Irritated by the clattering and banging of the Dimmies scratching the paint job, the AC Pilot gave them the unofficial salute of impending Assyrian domination: the giant upraised middle finger of the Armoured Core. The warning did nothing to discourage the ineffective assault of the bayou Dimmies, who’d never seen a finger before and were not yet aware of the significance of Assyrian middle ones in particular. Enraged by their obliviousness, the Pilot used the finger to smash and skewer Dimmies with such ferocity that, even through their all-consuming stupidity, the surviving Dimmies were able to recognize the advantages of fleeing in terror.

No Dungam artifacts were located on that initial survey mission, but thanks to the assistance of Heroes from tribes of the newly-discovered Bayounikal species, the AC was able to escape from Dungobah and make its eventual return to Assyrian space. The Dimmy survivors, still consumed by fear and stupidity, took the obvious course of the fearful and the stupid and started a new religion. Like many religious movements, its popularity and success were supercharged by the mind-boggling idiocy of its leaders, and even despite the limited contact between Dungobah and other worlds, the Cult of the Finger spread rapidly throughout the surrounding star systems and into extremist factions of Assyrian nationalist parties.

As any mathematician will tell you, vector algebra is an infinitely bigger pain in the ass than either the vectors or the algebra would seem to indicate on their own. Worse, vector algebra becomes increasingly difficult to perform after a fourth shot of whiskey, making it useless for any part of BrikWars after the first seven minutes.

Fortunately, a BrikWars player's instinctive response to Thrust vector calculations turns
The acceleration from gravity \((g)\) is equal to 5" of Thrust per turn. This mass times the acceleration \((mg)\) equals the total force \((F)\).

The angle of rotation \((\theta)\), meanwhile, is trivially determined by multiplying the angular velocity \((\omega)\) times the number of turns \((t)\).

With these values in hand, the relation between rotation and gravity is clear:

\[
\theta mg = \omega t F
\]

out to be the correct one: Thrust is handled by \textbf{Giving It The Finger}. Place a fingertip at the point of Thrust (either an active Thrust device or a point of impact, usually), and push the object the appropriate number of inches in the appropriate direction. The model on the table will choose how far to move and how far to rotate on its own without any need for further calculation. (Wheeled models may need to be stopped manually at the end of each Thrust to keep them from rolling away forever, of course.)

For instantaneous one-time Thrust effects, that's all you need. KnockBack from Shoves, Collisions, large Weapon strikes, and Explosions are all executed neatly and efficiently by Giving Them the Finger. For an object affected by multiple points of Thrust at the same time, on the other hand, or whose Inertia you need to track between turns, things can get a little trickier.

**Simultaneous Thrust**

When several sources of Thrust are acting on an object at the same time, the easiest means of resolving their effects is one at a time, in whichever order seems appropriate. If the object is using Thrust as part of its own Movement, then it can decide for itself when and how to apply the effects of each Thrust - before, after, or during whatever other maneuvers it makes during its turn, or even dividing a single Thrust into smaller portions according to preference.

There are a few special cases of simultaneous effects that are handled differently. When two sources of Thrust point in opposite directions along the same line, the inches of \textbf{Opposing Thrust} cancel themselves out until only one Thrust has inches remaining. When two opposite sources of Thrust don't share the same line, they tend to rotate the object instead; Give them the Finger and see. Sometimes it works best to Finger both of them at the same time, preventing the back-and-forth movement that can occur when opposing forces are resolved one at a time.

When two sources of Thrust point in the same direction, their inches of \textbf{Parallel Thrust} add together, regardless of whether they're on the same line or not. Place a Finger at each point of Thrust and push for all the Parallel inches at once. (If one Thrust vector has more inches than the other, save the extra inches to handle separately afterward.) It's possible to combine any number of sources of Parallel Thrust, but due to most players' limited number of hands, it's usually best to stick to resolving two at a time.

In the worst-case scenario, rather than resolving Thrust effects one at a time, a player may wish to determine the cumulative result of many simultaneous Thrusts and only then move the object from its initial position to its final one. This is a legal and sometimes even necessary option, but it's a pain in the ass and should be avoided.

**Inertia**

Under certain limited conditions, objects in motion tend to stay in motion. The most important requirement is for it to be worth the trouble of keeping track of an object's motion in the first place. In situations where no one cares, it can be quickly observed that objects in motion don't stay in motion at all.

An object whose motion carries over from turn to turn has \textbf{Inertia}. At the beginning of the object's turn, place a position marker on the battlefield behind the rearmost section of its central Structure \((7.1: \text{Structure})\). If the object changes position, whether due to regular Movement, KnockBack, Thrust forces, or any other reason, place a second marker behind its Structure at the beginning of its next turn. Measure the line between the two markers. The length and direction of this line are the object's Inertia vector for the turn, which serves as a special kind of Thrust.

Thrust from Inertia is always the very first thing resolved during an object's Movement, although the object may combine other forms of Thrust or Movement in Simultaneous Thrust in order to alter the course of its Inertia (for example, throwing all engines into reverse when Inertia is carrying the ship forward towards a black hole). Once Inertia has been resolved, remove the older position marker from the battlefield. The newer marker will serve as the point to measure from for the next turn's Inertia.

If an object with Inertia breaks into pieces, each piece inherits the full Inertia of the original object.

Because Inertia acts on the entire body of an object rather than being focused on a single point, you cannot Give Inertia...
the Finger in the usual way. Instead, select the appropriate method described below.

Nautical Inertia
As the name suggests, Nautical Inertia is most useful for tracking the movement of ships in naval engagements, but it is also used for Inertia anywhere where friction is a factor. Unmanned objects rolling out of control or down hills are a common short-term use for Nautical Inertia.

Nautical Inertia is subject to Drag from friction. The faster the movement, the greater the Drag - divide the number of inches in the Inertia by half, rounded down. If this reduces the Inertia to zero, then the object has no Inertia this turn.

For whatever Inertia remains, find the point on the object's Structure furthest forward along the direction of Inertia. Rather than pushing the object as you would when Giving It The Finger, you instead grab this point and pull it forward in the direction and distance indicated by the Inertia. Friction with the battlefield surface will often rotate the object to face in the direction it's being pulled, as should be expected.

Frictionless Inertia
Frictionless Inertia is most useful for tracking the movement of objects in space battles, but can also come in handy on patches of ice or grease slicks. Frictionless Inertia is broken into two parts: Velocity and Angular Velocity. In order to track these, it's important to use positional markers that not only record the position of an object, but also the direction it was pointing.

When applying the effects of Frictionless Inertia, there is no pushing as with The Finger or pulling as with Nautical Inertia. Instead, pick up the entire object and move it the distance indicated by its Inertia. Next, estimate the rotational distance between the directions shown by the two positional markers, and rotate the object by the same amount. (The center of an object's rotation can be accurately located by trying to balance it on your fingertip. However, in most cases this is best left to rough estimation.)

9.4: Piloting

Controls
As with Weapons (8.6: Manning Guns), a Vehicle should include some type of Controls for its Propulsion systems (steering wheels, flight sticks, computer consoles). A Vehicle that lacks specific Control elements should still at least have a specified Control Area where a minifig has to position himself if he wants to control the Vehicle. Different types of Controls may provide centralized control of all of a Vehicle's Propulsion systems, weapons, and devices (a fighter cockpit, a starship's master computer, a remote drone control station, a warhorse’s saddle), while other types of Controls may affect only a single system or device (individual gunners' stations on a Death Zeppelin, a ship’s wheel on a galleon, a self-destruct button in an ice cream truck).

Enemy minifigs can cripple a Vehicle by destroying its Controls. But better still, they can kill the Vehicle operators and commandeer the Controls directly. (Plastic-brick Control systems lack security precautions like passwords or ignition keys.) If more than one team has minifigs Controlling a Vehicle's Propulsion at the same time, whether at separate Controls or in the same Control Area, they can each use their Actions to prevent the other from Controlling the Propulsion at all.

Systems
Assuming he has access to the proper Controls, a minifig can use its Action to control one (and only one) System on a Creation, against a single target (if any). This System may be any one of the following:

- **Propulsion:** driving the vehicle – any combination of steering, accelerating, decelerating, etc. Charge attacks are allowed as part of Propulsion (5.4: Charge!).

- **Ranged Weapons:** firing a single weapon, or a paired set of identical weapons, at a single target (5.3: Ranged Combat).
**Melee Weapons:** using one or two melee weapons in Close Combat against a single target (5.2: Close Combat).

**Manipulators:** any combination of lifting, carrying, throwing, dropping, or otherwise manipulating one object or grouped set of objects.

**Devices:** activating, deactivating, or otherwise controlling one special-purpose device, such as sensors, shields, transporters, a cloaking device, a self-destruct function, or an in-dash music system.

If no operator is actively controlling a System, it continues doing whatever it is doing: shields that are up stay up, sails that are unfurled stay unfurled, robotic hands with a bloody grip on crushed enemy heads maintain their bloody grip on crushed enemy heads. This frequently becomes an important when an operator stops actively steering a Vehicle. If the driver of a moving Vehicle switches his attention to firing weapons or operating other devices or rapidly bleeding to death, the Vehicle continues moving in its current direction, at whatever speed it was traveling at the end of its last turn.

### The Pilot

**Pilot**

![Pilot Card](http://www.brothers.com/)

**Pilot / Rider**

<table>
<thead>
<tr>
<th>Sk: 1d6</th>
<th>Mv: 4”</th>
<th>Ar: 1d6-1</th>
</tr>
</thead>
</table>

The Pilot's training takes several more years than that of a standard infantryman, largely because he keeps ditching exercises to go on road trips that last for weeks at a time and result in hundreds of casualties. His repeated willingness to invite the drill sergeants' wrath for the sake of unrestrained vehicular mayhem is taken as proof of a bright future in the field of high-speed mechanized destruction.

**Piloting (+1CP):**

On a vehicle or steed, where untrained minifigs must focus on either steering or firing weapons, the Pilot has the ability to do both simultaneously. A Pilot ignores the usual Action cost for steering a vehicle or steed, leaving him free to use his Action for more destructive purposes.

Any minifig can drive a Vehicle or direct a steed, but if they try to do anything else at the same time (applying makeup, talking on a cell phone, targeting enemy airfields with roof-mounted artillery pieces, etc.), then disaster is almost guaranteed. Steering a Creation and operating its weapons or devices are separate Actions, and a regular minifig can only do one or the other in any given turn.

The exception to this rule is the specially-trained **Pilot**, who can steer and take a regular Action at the same time. Pilots will usually use this ability to make attacks: a helicopter Pilot might fly in and open up with machine guns, a gangsta Pilot might spray handgun rounds out the window while performing a drive-by, and a horse-mounted Rider might charge past and cave in your skull with a spiked mace (H.2: Riding a Horse). Less belligerent Actions are just as easy, although less destructive: a starship Pilot might use his mid-maneuver Action to recalibrate shields, warm up a cloaking device, or activate the passenger compartment ejection system.
Stunt Driving

The purpose of Vehicles is to move personnel and equipment into position, but sometimes the nature of Vehicular physics puts that position just out of reach - the Vehicle may not be able to speed fast enough, stop short enough, turn tightly enough, or make ridiculous acrobatic leaps ridiculously enough. In desperate situations, a Vehicle operator can push the envelope a couple of extra inches with Stunt Driving as part of a regular steering Action.

When a Vehicle operator wants to attempt a crazy maneuver, its player describes the maneuver being attempted, and determines how many Stunt Inches the Vehicle will travel away from what should normally be possible. If a StarShip is trying to exceed its maximum Move, for instance, then the Stunt Inches are the number of extra inches past the Move limit. If a FireTruck is trying to turn more tightly than Standard Maneuvering would allow, then the Stunt Inches are whatever amount of required distance between turns that the player is trying to ignore. If a MiniVan operator is pulling the e-brake to powerslide sideways into a crowd of soccer hooligans, then the Stunt Inches are whatever distance the MiniVan is sliding sideways.

Once the player declares the number of Stunt Inches to attempt, the minifig operating the Vehicle makes a Skill Roll for Stunt Driving. (Minifigs with the Piloting Specialty may roll 1d8 if this is higher than their regular Skill.) The number rolled is the number of Stunt Inches they were able to complete successfully. If this number equals or exceeds the number of Stunt Inches being attempted, then the Vehicle completes the entire Stunt without mishap.

Otherwise, for every Stunt Inch left over, the player's opponents get one Thrust Inch to use against the vehicle. After coming up with a story for how the Stunt went wrong, they can use that Thrust to (for instance) stop the Vehicle short of its goal, try to cause it to roll, push or turn it in the wrong direction, or even launch it into the air - whatever seems appropriate for the type of Stunt failure they described.

If the Vehicle operator attempting the Stunt rolls a Critical Failure, then not only does he fail at all of the Stunt Inches, but his opponents get to add an extra 1d6 to the inches of Thrust used against him.

Sprinting can be thought of in some ways as a lesser form of Stunt Driving. While it also uses a Skill Roll to add inches to movement, Sprinting is more limited than Stunt Driving in that it requires the unit to be moving in a straight line. On the other hand, a failed Sprint Roll doesn't turn into Thrust inches that opponents can use against the unit.

9.5: Collisions

The best thing about big Creations is smashing them into other Creations. For many budding plastic-brick fans, this is the first game they play with their brick constructions, and for some it's all the game they'll ever need. BrikWars salutes the human spirit and its fundamental drive to smash.

Limited versions of the rules for handling Collisions have been presented twice before, for two specific object Sizes. The rules given for minifigs (5.4: Charge!) are the rules for objects of Size 1", while the rules given for Horses (H.3: Fighting From Horseback) are the rules for objects of Size 2". The rules presented here are the generalized rules for objects of any Sizes running into one another, whether deliberately or otherwise.

Momentum

\[ \text{Momentum} = 1 \text{ MOM per 4" of straight-line movement, up to Size} \]
Charge attacks are not always on purpose. The Charging rules also apply to minifigs that unsuspectingly run headlong into sharpened-stake booby traps, or locomotives encountering abandoned laundry machines.

Knowing of Warhead's uncontrollable mom-lust, the mysterious entity known as FedoraNuker creates an afterlife paradise for the souls of all hot moms. The ensuing momicide is the first step in a convoluted scheme to break Warhead down using the dark and forbidden art of Psychotherapy.

Forum Thread: The Unmortal

Collisions become much more satisfying as the colliding objects get bigger, but they also become more complicated. Where a Size 1 minifig can build up a Momentum of 1 MOM with a Charge of four inches (5.4: Charge!), and a Size 2 Horse can gather 2 MOMs in a Charge of eight inches (H.3: Fighting From Horseback), a larger Creation is able to build up a correspondingly larger pile of MOMs as it extends its Charge over a larger number of inches.

In order to build up its MOMs, a Creation must Charge in a straight line directly at its target. The Charge follows the same rules as a Sprint: the path of the Charge may go up or down sloping terrain or over gaps and obstacles if they're small enough for the Creation leap over without slowing down, but if the Charge pauses, slows, or turns to the left or right, then all Momentum is cancelled and the Creation will have to start its MOM collection over again from scratch.

For every four inches in its continuous Charge, a Creation gains one MOM, up to a number of MOMs equal to its own Size (or Effective Size, if it's taken Size Damage (7.2: Taking Damage)).

Even while Sprinting, a large Creation may not have enough Move to build up to its full Momentum in a single turn. Fortunately, Creations can extend a Charge over multiple turns to travel the distance required. These Extended Charges are best used against inanimate targets like walls and security gates, since a more mobile target can casually walk off of the line of a Charge between turns and sidestep the attack entirely.

In the case of an Unintentional Collision, such as for out-of-control vehicles, minifigs running into invisible walls, or
Correctly forecasting a rain of burning Dimmy chieftains falling from the sky, NELUG’s pre-built crater plates got plenty of use in their desert battle.

Spending MOMs
When a Charging Creation is lucky enough to strike a target, it can start converting the MOMs it’s been saving into d6es for Collision effects. A MOM disappears as it is spent, but it can be earned back again by continuing to Charge another four inches, even during the same turn.

<table>
<thead>
<tr>
<th>Collision Type</th>
<th>Effect per MOM</th>
<th>MOM Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shove</td>
<td>+1d6 KnockBack inches</td>
<td>Shoving Weapon Size</td>
</tr>
<tr>
<td>Charging Weapon Attack</td>
<td>+1d6 Damage</td>
<td>Charging Weapon Size</td>
</tr>
<tr>
<td>Crash</td>
<td>+1d6 Crash Damage and KnockBack inches</td>
<td>Structure Level</td>
</tr>
</tbody>
</table>

Each type of Collision has a different effect that can be amplified by MOMs.

A unit making a successful Shove may spend as many MOMs as the Weapon Size of the weapon or appendages being used for Shoving. Each MOM spent adds 1d6 to the number of KnockBack inches resulting from the Shove.

A unit making a successful Charging Weapon attack may spend as many MOMs as the Weapon Size of the Charging Weapon it’s striking with (5.4: Charge!). Each MOM spent adds 1d6 to the Damage dealt by the Charging Weapon.

Crash attacks require no Attack Roll. Unlike Shoves and Charging Weapon attacks, they automatically succeed, unless the target manages to Bail out of the way (4.3: Enemy Response). The Crashing unit may spend as many MOMs as its own Structure Level; each one adds 1d6 to both the Crash Damage and the KnockBack inches resulting from the Collision.

Falling Damage
Falling Damage is treated as a standard Crash between a falling object and the ground. This doesn’t generally end in success for the falling object, since the ground has a Size rating of over nine thousand, making its potential Physical Opposition almost limitless.

In a pinch, generic surfaces can be divided into soft and hard ground according to color. Green (grass), brown (soil), or tan (sand) ground is considered comparatively soft with Structure Level 1, and so never does more than 1d6 Crash Damage. Gray (stone) or black (asphalt) ground is considered much harder, with Structure Level 3, meaning it can do up to 3d6 Crash Damage if an object falls far enough.

If the falling object’s damage manages to exceed the ground’s Armor rating (1d10 for soft ground, 3d10 for hard ground), players may elect to build a crater ring around the impact site, with bricks of height and inches of diameter equal to the number of dice in the falling object’s Momentum.

It’s a generally accepted action-movie fact that pools of liquid such as water or quicksand, no matter how shallow, will cushion Crash impacts safely and completely. Of course, if the liquid is something like stomach acid or hot magma, it may subsequently do other types of damage on its own.

Physical Opposition
Unfortunately for the attacker, the target of a Charge attack can also benefit from the Momentum of a Collision. Where
the attacker's Momentum gives it a pile of MOMs to spend, the defender's Physical Opposition lets it add one die for every inch in its Effective Size rating to use as POPS.

Similar to MOMs, POPS can be converted into d6es to counter the effects of a Collision. Unlike MOMs, however, POPS are not used up as they are rolled; the same POPS used to add to Counterattack Damage with a Charging weapon can be used again for Crash Damage and a third time to resist KnockBack from Shoves and Crashes.

### Spending POPS

<table>
<thead>
<tr>
<th>Collision Response</th>
<th>Effect per POP</th>
<th>POP Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Counterattack with Charging Weapon</td>
<td>+1d6 Damage</td>
<td>Charging Weapon Size or attacker's MOMs</td>
</tr>
<tr>
<td>Any other Counterattack</td>
<td>No effect</td>
<td>N/A</td>
</tr>
<tr>
<td>Crash</td>
<td>+1d6 Crash Damage</td>
<td>Structure Level or attacker's MOMs</td>
</tr>
<tr>
<td>Resisting KnockBack</td>
<td>-1d6 KnockBack inches</td>
<td>No limit</td>
</tr>
</tbody>
</table>

The ways that the target of a Collision can use its POPS are similar to the ways that the attacker can use its MOMs, except that the target has no Momentum of its own, and is limited by the Momentum of the attacker when it comes to adding Damage. The target can never spend more of its POPS on Damage dice than the attacker has MOMs to begin with.

The target of a successful Charging Shove may attempt to Parry the Shove as usual, if it's able (8.2: Basic Weapons). POPS do not affect the attempt to Parry, but they can be used to resist the KnockBack afterwards.

A target who responds to a Collision by using a Charging Weapon in a successful Counterattack may add a number of dice from its POP Pile to the Damage of the weapon, up to the Weapon Size of the Charging Weapon. (If the weapon is not a Charging Weapon, it may still Counterattack but it receives no benefit from the POP Pile.) If either the defender or the attacker is able to land its strike at least one inch before the other, then they strike first; otherwise, both sides strike simultaneously.

A target who responds (or fails to respond) by allowing the attacker to Crash into it will still deal Crash Damage to the attacker, spending as many dice from its POP Pile as its own Structure Level, limited by the number of dice in the attacker's MOM Pile.

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**Crash Example: Don Coyote and the Fire Giant**

*Example:* The biker Don Coyote tilts his lance at a rampaging Fire Giant. His motorcycle gives him a Size rating of 2, so Don Coyote guns the engines along the necessary four inches to build up his full Momentum - 1d6 per 2", for a MOM Pile of 2d6.

The Giant has a Size rating of 4 and is wearing heavily armored shin guards, so he's not very worried. Rather than trying to dodge, he decides to allow the Joust in order to bring Don Coyote close enough to engage in Close Combat.

The lance is a Size 2" Charging Weapon, so Don Coyote can add both dice from his MOM Pile on a successful attack, raising its Damage from 2d6 to 4d6 against the 2d10 Armor of the giant shin guard.

Unfortunately he fails the Attack Roll, missing with the lance and Crashing into the Giant with the motorcycle instead. Because he missed the attack, none of the MOM dice were used, so he still has both of them to spend. Unfortunately the motorcycle only has a Structure Level of 1, so it's only able to deliver one of the MOM dice as Crash Damage.

The Giant has a Size of 4, and so he has 4d6 in his POP Pile automatically. The number of dice he can use for Crash Damage is first limited to the number of dice in Don Coyote's MOM Pile (only two), and limited even further by the Giant's own Structure Level. Although his heavy armor gives his leg an Armor Level of 2d10, this is just the effect of an equipment bonus. The Giant himself is only made of giant meat, so his "natural" Structure Level is 1/2, limiting his Crash Damage to zero dice. He does no Damage at all in the Collision.
The 1d6 Crash Damage from the motorcycle is easily deflected by the 2d10 Armor of the shin guard, leaving the Giant unharmed. Don Coyote's KnockBack Roll is similarly foiled (Don Coyote's 2d6 MOM versus the Giant's 4d6 POP), and so Don Coyote is brought to a halt and forced to engage in Close Combat with the Fire Giant automatically as a result of the Collision. The Giant Counterattacks with a mighty football punt.

**KnockBack**

Once all the main effects of a Collision have been resolved, regardless of type, all Collisions end with a KnockBack check for the target of the Collision.

First, check to see if the opposing object is capable of being Knocked Back. Objects that are Nailed Down to the ground can only be Knocked Back if the Damage from the Collision manages to break them off. Trees and walls can't be Knocked Back if they're still rooted.

If the target object is not Nailed Down, compare the total number rolled from the MOM Pile to that of the POP Pile. If the POP result is higher, nothing happens - the Charging object collided with the opposing object and was brought to a halt.

If the MOM result is higher, subtract the POP result from the MOM result. The Charging object may turn the remaining number into Thrust Inches, sending the opposing object directly away from the point of collision. If the opposing object is prevented from traveling the full Thrust distance, it takes one point of Smash Damage for each inch it's unable to complete.

If the Thrust is enough to land the object on its side or upside-down, the object is Knocked Over and Disrupted (4.3: Enemy Response), unable to take any Action or defend itself until it gets itself back upright. For vehicles, it's even worse: while a Knocked Over delivery truck is largely helpless, Knocked Over boats are capsized and sink at the end of their following turn; flying vehicles tend to crash. If the Charging object is larger than its Disrupted victim, it may proceed to run right over it, inflicting points of Trample Damage equal to the Size difference between the two. Both Smash and Trample Damage are cumulative with any other Damage dealt in the course of the Collision.

**Plowing Through**

In most cases, a minifig protester isn't big enough to halt the Momentum of his government's Size 5" BattleTanks. If an attacker would like to keep Charging after making a Collision, and the number of dice in its MOM Pile were greater than the amount needed to destroy or Knock Back its target, then the attacker has the option to reclaim the excess dice and keep right on going.

Once a successful Charge attack has been resolved, determine which dice in the MOM Pile were used up in the Collision. Any dice used to add inches to a Shove, or any dice added to the Damage of an unsuccessful Charging Weapon attack, are automatically used up. For dice used in a successful Charging Weapon attack, or dice used in a successful KnockBack, the minimum number of dice needed to overcome the target's Armor or Physical Opposition are considered used up.

Remove all the used up dice from the table. The remaining dice are returned to the MOM Pile (do not re-roll them) for use in subsequent Collisions. The object may continue its Charge, adding a new die to the MOM Pile after every two inches as usual, until it reaches its maximum again or ends up in another Collision.
Chapter Ten: Creatures

“Wild animals never kill for sport. Man is the only one to whom the torture and death of his fellow creatures is amusing in itself.”
- James Anthony Froude

Not all Creations are designed for active roles. Objects like trees, warehouses, and bridges perform their duties perfectly well by just sitting there and not wandering off at critical moments. If a Creation is intended for more proactive tasks, such as moving around, carrying loads, or vaporizing civilians, it needs either a mind of its own, or intelligent operators at the controls.

The difference between a Creature and a Vehicle is that Creatures are capable of independent thought and action, whether their brain is composed of meat, circuitry, or magic. A mech piloted by a minifig is a robotic Vehicle; a mech operating independently to destroy all minifigs is a robotic Creature.

10.1: Minds

Life is cheap in the BrikVerse, and intelligence is valued even less. BrikWars passes those savings on to you! For a CP cost (minimum 1 CP) equal to its Size, a Creation can be given a Mind, becoming a full-fledged Creature with a Skill of 1d6. Players can pay the Creature's Size in CP again to give it a Skill Boost, increasing its Skill by one die size each time, to a maximum Skill of 1d12.

In BrikWars, a unit’s Skill Rating is always represented by a single die with no modifiers. Skill Ratings like “1d6+2” or “2d4” are disallowed, because they reduce the element of chance for Actions with lower Use Ratings, and unbalance the odds for Critical Failures and Bonus Dice. If you don't have any dice other than d6es, you should try to stick to the d6-only units and equipment as much as possible, rather than having to resort to d6es plus modifiers.

<table>
<thead>
<tr>
<th>Level</th>
<th>Skill Die</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>½</td>
<td>1d4*</td>
<td>Incompetent</td>
<td>(see Half Minds, below)</td>
</tr>
<tr>
<td>1</td>
<td>1d6</td>
<td>Trained (default)</td>
<td>standard troopers</td>
</tr>
<tr>
<td>2</td>
<td>1d8</td>
<td>Expert</td>
<td>specialists, officers, veterans</td>
</tr>
<tr>
<td>3</td>
<td>1d10</td>
<td>Heroic</td>
<td>Heroes</td>
</tr>
<tr>
<td>4</td>
<td>1d12</td>
<td>Supernatural</td>
<td>demigods, immortals</td>
</tr>
</tbody>
</table>

* - Incompetent creatures never get Bonus Dice on their Skill rolls.
Creatures with Minds have the same mental abilities as regular minifigs. As long as they have the proper appendages, they can use equipment, open doors, and toss items around as normal. Common sense should be an adequate guide for whether a Creature has the proper body shape to work a stick shift or the fine manipulators to type on a keyboard. In the occasional instances in which players aren't sure, a What I Say Goes roll can quickly resolve the issue (for instance, an intelligent cockroach can type on a keyboard by jumping real hard, but it takes him twice as long as normal, and he can't use the shift key without the help of a friendly cat).

Like Weapons, Propulsion systems, and Controls, a Creature's Mind should have a specific location within the Creature, with a physical component to represent it (typically the head, for most organic Creatures). If that component is destroyed, the Mind is also destroyed, and it ceases to be a living Creature unless it has at least one backup Mind still functioning.

For Girl Minds, see 10.4: Monsters.

Half Minds

"To lead untrained people to war is to throw them away."
- Confucius

Creatures with Minds are fully independent, able to form their own strategies and wage effective warfare without supervision. If this doesn't fit your vision for the Creature, you may elect instead to give it a Half Mind, at one half the cost of a regular Mind. Skill Boosts can still be purchased at the full regular price.

<table>
<thead>
<tr>
<th>Level</th>
<th>Usefulness</th>
<th>Notes</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incompetent</td>
<td>special (Stupidity)</td>
<td>Skill 1d4</td>
<td>zombies, civilians</td>
</tr>
<tr>
<td>Programmed</td>
<td>while executing program</td>
<td>can be reprogrammed</td>
<td>robots, mind-control victims</td>
</tr>
<tr>
<td>Submissive</td>
<td>when directed by master</td>
<td>accepts new masters when free</td>
<td>horses, fanboys</td>
</tr>
<tr>
<td>Subjugated</td>
<td>while restrained by master</td>
<td>never controlled by owner when free</td>
<td>slaves, schoolchildren</td>
</tr>
</tbody>
</table>

Half-Minded Creatures operate no differently than full-Minded Creatures as long as their requirements for Usefulness are met. A Horse is Useful when a rider directs it, a computer is Useful while it has a program to execute, a slave is Useful while under the lash, and a regular civilian can be Useful when he's not being an idiot.

When the requirements for Usefulness aren't met, a Half-Minded Creature becomes more dangerous. The player controlling the Creature must immediately hand control to one of his Enemies. On that Enemy's turn, he may direct the Creature to take either a Movement or an Action (but not both). At the end of the turn, if the Creature has not been returned to Usefulness, then he must hand control of the Creature to an Enemy of his own. The cycle continues until the Creature has been made Useful again or until it is killed or otherwise removed from battle.

An Incompetent Creature is similar to other full-Minded Creatures, but due to a lack of training, motor skills, or intelligence, it is prevented it from being an effective combatant. An Incompetent Creature’s Skill is set at 1d4 and cannot be raised any further with Skill boosts or Bonus Dice.
Sir IVasscus the Monkey shows off some fancy horse barding. During the events of Rainbow War II: Jellybean Apocalypse Gaiden, the horse was revealed to actually be Sir Stalin’s Incompetent units suffer from Stupidity. As long as a player controls more than one unit with Stupidity, then at the beginning of their turn, before the player takes any other action, one Enemy of the player’s choice may choose any one of the Stupid units and control it as if it were his own for that turn. It’s nice if he can also come up with a good story for why the unit is engaging in such Stupid behavior, but not required.

**Examples:** Zombies, civilians, zombified civilians, Republicans, corporate middle managers, clone-brand minifigs, ogres, mutants, Democrats

A Programmed Creature is limited in its ability to make complex strategic decisions, and instead follows a simple set of behaviors. Simple Creatures are given a list of behaviors at the beginning of the battle, and may only behave in accordance with those instructions. A Simple behavior must be fairly specific: “Move to the nearest wounded allies and attempt to heal them” or “Stay close to the nearest allied troops and fire at enemy combatants” are fine Simple behaviors; “Defeat all enemies” and “Win the battle” are not. Random animals and wildlife are often made Simple for efficiency’s sake, with short behaviors like “flee from any nearby threat” or “if it’s nearby and looks edible, try to eat it.”

While not technically Creatures, traps and mechanized defense systems are often given Simple behaviors as well, such as "fire at anything in range and moving" or "if intelligent life is detected, release deadly neurotoxin gas."

A Programmed Creature is Useful as long as it has a Program to execute. Deleting the program or tricking it into a paradox can cause the Creature to go haywire.

**Examples:** Kill-bots, golems, summoned elementals, guard dogs, mind-control victims, bureaucrats, sheep

A Submissive Creature may have a limited ability to think on its own, but prefers to obey the commands of a master. Under an intelligent minifig’s direction, the Creature may act as intelligently as if it had a full Mind, but if abandoned, the Creature reverts to whatever animal-like behavior seems appropriate: milling around aimlessly, running and hiding, or attacking everything in sight.

A Submissive Creature loses its Usefulness if its master is killed or wanders off. If another intelligent minifig can catch a masterless Creature, regardless of whether he’s on the same team, the Creature accepts him as its new master.

**Examples:** Steeds, androids, grad students, interns, work animals, targeting computers, football players, talk radio listeners, fetishists, cultists

Subjugated Creatures are restrained or harnessed and forced to cooperate against their will. They may be completely intelligent, but have Half a Mind to break free and run amuck. As long as they are kept in their restraints, they must follow the orders of their captors, but if they can be released, they will do whatever they can to prevent being enslaved again. This usually means attacking their captors or fleeing the battlefield, but can also be as simple as just attacking everything in sight, regardless of allegiance.

A Subjugated Creature must be kept in chains or under the whips of an overseer in order to be kept Useful. If it breaks free, control of the Creature is handed from Enemy to Enemy as usual, but can never be handed back to the original player. If the original player is the only Enemy at the table, control does not transfer.

**Examples:** galley slaves, schoolchildren, chain gangs, draft oxen, conscripts, berserkers, retail employees

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**Half-Mind Example: The Horse**

**Example:** Horses (Chapter H: The Horse) are Submissive Creatures with the following stats:

<table>
<thead>
<tr>
<th>Size:</th>
<th>2”</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor:</td>
<td>1d6 (Structure Level ½ x (Size 2”)) +1CP</td>
</tr>
<tr>
<td>Move:</td>
<td>10” (Move 2”) x 5 +5CP</td>
</tr>
<tr>
<td>Skill:</td>
<td>1d6 (Submissive) (Size 2”) x Half Mind +1CP</td>
</tr>
<tr>
<td>Weapon:</td>
<td>Kick or Bite (CC Use:2 Damage:1d6) Size 1 Melee +2CP</td>
</tr>
<tr>
<td>Cost:</td>
<td>Total: 9CP</td>
</tr>
</tbody>
</table>

This WarHorse's Horse Heavy Armor costs +4CP, grants it a Shielded bonus, and reduces it to Half.
**Enhanced Abilities**

As with minifigs, a Creature with a standard Mind has one Action per turn and can attack with one ranged weapon or two melee weapons. If that's not enough for the species you have in mind, you can purchase additional levels of capacity for the cost of the Creature's original Mind, including Skill Boosts. There are two types of extra mental capacity:

- **Multidexterity**
  Appropriate for Creatures with multiple arms or several natural weapons, **Multidexterity** increases the number of weapons the Creature can use in a single attack, provided it has enough hands to use them. In a given turn, Multidexterity allows the Creature to attack and Counter with up to two additional weapons in Close Combat, to use one additional weapon in a Ranged attack, or to use one additional set of tools when taking other types of special Actions. The Creature is still limited to taking a single Action against a single target during its turn, unless it has also purchased the Multitasking ability.

- **Multitasking**
  Appropriate for Creatures with multiple heads or an advanced multiprocessing brain, **Multitasking** (or "Extra Action") allows a Creature to focus on one additional target during its turn. A Creature with multiple Ranged or Close Combat attacks may divide them between multiple targets in the same turn. A multi-brained or superintelligent Creature can even take two or more completely dissimilar Actions in the same turn (e.g., playing the piano while laying down sniper fire); however, it may not use the same weapon, hand, or equipment item for more than one Action during the turn. It may not use more than two hands or weapons for Actions unless it has also purchased Multidexterity.

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**Enhanced Abilities Example: Professor Monkeyhead**

*Example:* A pioneer in the field of self-bioengineering, the six-armed Professor Monkeyhead is brilliant but insane.

Once a normal minifig (4CP), the Professor has spent a further +2CP to raise his Skill to 1d10, +2CP on Multitasking to engage in three Actions at once, and +1CP on Multidexterity to use any four of his six hands at the same time. His total worth is now 9CP, enough to apply for tenure in his university department.

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**10.2 The Medik**
Chemikal analysis shows that Ablogikal Binding Substance was in use as early as Retkon 1,963. It is believed that the interdimensional disruptions caused by mishandled ABS may have had mutagenic effects on an earlier species; records of earlier humanoids are difficult to verify but seem to sport a variety of disfiguring mutations, from stunted and limbless homunculi to strange noodle-limbed giants. Theories abound as to whether the earlier civilizations were aware of the effects of uncontrolled ABS and continued using it anyway, bringing about their own destruction. Too little is currently known about these early eras to draw any conclusions.

Hospital 555 is first known to have appeared in the timeline of Retkon 1,976. It was staffed by faceless and limbless proto-figs, who captured unsuspecting citizens and performed horrible genetik experiments on them.

The proto-figs' operations culminated in the engineering of the first true minifig. Their ABS gene-splicing madness successfully gave this new fig arms, hands, legs, and even a face. Consumed with rage and bloodlust after having been submitted to experiments more gruesome than previously thought possible, the first minifig who survived broke free from his restraints, killed the proto-figs who gave him his new body, and he escaped into the world; a deadly killer genetically engineered for destruction. This first minifig was the Deadly Spaceman.

This is also how babies are made.

Creatures are as susceptible to Damage as any other Creation - Size Damage, Component Damage, and all the other special Damage types work exactly the same way (7.2: Taking Damage).

When doing Damage to a living Creature, it's important to remember that its head and body are treated as the central Structure, while any limbs, wings, tails, or tentacles are Surface Elements with a Structure Level one level lower (7.1: Structure). This cannot reduce them beyond Structure Level ½ (Armor 1d6), however.

Creatures have an extra vulnerability in that their Minds are devices with a physical location, and they can be targeted like any other device. Destroying or severing a Creature's head is usually enough to end its adventures in a single stroke. If the location of a Mind isn't obvious from a Creature's anatomy, its owner should point it out to the other players.

Another disadvantage of wounded Creatures is that the biological ones (like minifigs) can't be conveniently patched up or reassembled by any passing Mechanik. A Mechanik's abilities only work for mechanical devices, not living flesh.

There are settings in which this rule becomes fuzzy - biomechanical alien species, Lovecraftian abominators, and mad-geneticist vivisectors may occasionally pop up with attendant Mechaniks for whom biological parts are interchangeable with mechanical ones. This is entirely setting-specific, but should be discussed by players beforehand.
The Medik

Fortunately, there are minifigs who specialize in meat-based repairs just like Mechaniks specialize in reconfiguring machinery. The Medik is a unit specially trained to perform impromptu surgeries in the field, reviving fallen soldiers over and over again so that each one can experience repeated gruesome deaths in the greatest agonizing variety.

**Ker-Triage!**

Lacking fancy operating facilities or any time for second opinions, the Medik uses the tried-and-true methods of Ker-Triage!, allowing him to quickly discern how many limbs need to be Amputated in order to bring fallen minifigs and Creatures back up to combat readiness.

<table>
<thead>
<tr>
<th>Ker-Triage!</th>
<th>Roll</th>
<th>Amputations</th>
</tr>
</thead>
<tbody>
<tr>
<td>5+</td>
<td>No Amputations</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>1 Amputation</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>2 Amputations</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>3 Amputations</td>
<td></td>
</tr>
<tr>
<td>Crit Fail</td>
<td>Head Amputated</td>
<td></td>
</tr>
</tbody>
</table>

A Medik carrying proper medikal Tools *(3.4: Desperate Measures)* can attempt to revive any fallen minifig or Creature of Size 1" or greater if it has at least one head still attached. To do so, he spends a full-round Action to perform field surgery, and rolls 1d8 on the Ker-Triage! Table above. Additional Medix at the scene can assist in Ker-Triage!, each increasing the die rolled by one die size, to a maximum of 1d12.

A Medik without his Tools can attempt impromptu Ker-Triage! with any bladed weapon instead, but he rolls 1d6 rather than 1d8. Assisting Medix require no special equipment.

Deep Space Management Mediks have no time for subtlety. A massive electric shock to the groin revives this fallen trooper in a hurry.

Photo: BrickSyd
From "An old friend"
Elements shown: LEGO, Hasbro

**Dismemberment**

Normally, when a minifig’s Armor exactly matches the amount of Damage he receives, nothing happens - he survives without consequence. As an optional rule, players may elect to use the Amputation effects to make minifig combat more interesting.

If players decide to allow Dismemberment, then minifigs are no longer immune to Damage that exactly matches their Armor, but the effect depends on the type of attack. If the minifig was hit by a cutting weapon, it immediately suffers one Amputation of the defending player’s choice. Any other type of damage causes the minifig to be knocked over and Disrupted.

Dismemberment rules only apply to minifigs. Chopping off larger Creatures’
If the Medik rolls a five or greater, congratulations! The Creature is revived with no ill effects. Creatures larger than Size 1" are revived with an Effective Size of 1", along with the limitations that entails - a maximum Structure Level of 1 and Armor of 1d10, in particular (7.2: Taking Damage).

If the Medik rolls less than five, then the problem is more serious and he'll have to perform one or more Amputations in order to save the patient. The Amputations succeed automatically; the Medik doesn't need to make any Skill or Damage rolls or spend any more Actions to remove the number of limbs indicated by the Ker-Triage! result.

Each limb removed (or otherwise disabled, for Creatures whose limbs can't be removed) counts as one Amputation. Arms and legs are the most common limbs chosen; wings and tentacles will also do. Tails don't count.

If there are not enough regular limbs to satisfy the Amputation requirements, the Medik has no choice but to Amputate the head. This may still save a Creature that has extra heads in reserve, but a normal one-headed Creature will now be dead beyond any hope of Medikal revival.

**Effects of Amputation**
The complete loss of an arm or leg is a massive trauma that causes all surrounding tissue to swell and adrenaline to course through the body, cutting off blood loss and allowing the Creature to ignore the pain, at least until the end of the battle.

Creatures who lose one or more limbs are still capable of continuing to fight. They're just differently capable.

<table>
<thead>
<tr>
<th>Effects of Amputation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Limbs</strong></td>
</tr>
<tr>
<td>one leg/wing lost</td>
</tr>
<tr>
<td>legs reduced by half</td>
</tr>
<tr>
<td>wings reduced by half</td>
</tr>
<tr>
<td>or all legs lost</td>
</tr>
<tr>
<td>reduced to one arm</td>
</tr>
<tr>
<td>all arms lost</td>
</tr>
<tr>
<td>1 head lost</td>
</tr>
<tr>
<td>all heads lost</td>
</tr>
</tbody>
</table>

The loss of legs, wings, or other limbs the Creature uses to move around is treated as Propulsion Damage (9.1: Standard Propulsion). Each Propulsion limb removed reduces the Creature's Move by 1" (to a minimum of 1", if it still has other Propulsion limbs remaining). For regular Propulsion types, if half of the Creature's Propulsion limbs are lost, it moves at Half Speed after applying all other penalties. For flight Propulsion, the loss of half of the Propulsion limbs means the Creature is grounded and cannot move.

If all of the Propulsion limbs are lost, the Creature is limited to dragging itself along by the length of any arms it still has attached. (For minifigs, whose arms are each 1/2" long, this means that a minifig with both arms and no legs can drag itself one inch per turn.) This uses up the Creature's Action for the turn; it may not use its arms for anything else. Even if it's still able to drag itself around, a Creature with no Propulsion limbs is treated as one that has no Move ability - it may not Sprint, Bail, or use Angry Inches, and all Close Combat attacks against it automatically hit.

Regardless of the state of its Propulsion limbs, a Creature who loses one or more hands or arms is limited in other obvious ways. A Creature with only one hand can't use a Two-Handed or Long-Ranged Weapon. A Creature with no hands can't use any tools or weapons at all. Less common objects have to be considered on a case-by-case basis; it may take a What I Say Goes Roll to decide whether a given armless minifig can successfully operate a door latch with his teeth or mash a self-destruct button with his face.
10.3 SuperNatural Abilities

In every age, there are those gifted with abilities that defy natural explanation, allowing them to grab the laws of Physix and twist them into pretzels. Some gain these through to arcane knowledge, psychik ability, divine favor, other-dimensional influence, or affinity with the Farce. Others attribute their powers to martial-arts mastery, genetik mutation, or an unforeseen reaction to the rays of a yellow sun. Many have no explanation other than complete Koincidence and dumb luck.

It would be impossible to list every super power, spell, psychik ability, and avenue of divine intervention that might occur to the imaginations of players. Instead, SuperNatural Powers in BrikWars are based on a system of SuperNatural Clichés and powered by SuperNatural Dice.

The SuperNatural Cliché

In the same way that minifigs become Heroes through the development of an Action-Hero Cliché; others become SuperNatural by pursuing a SuperNatural Cliché. (Some few develop both types and become SuperHeroes, but this is largely redundant and is not considered the most efficient use of their efforts.) SuperPowered minifigs draw their stereotypes from the same video games and cartoons as Heroic ones, but their powers are inspired by the supporting cast as often as by the main protagonists and villains.

<table>
<thead>
<tr>
<th>SuperNatural Genre</th>
<th>Example Clichés</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wizard</td>
<td>Necromancer, Pyromancer, Plantomancer, Iceomancer, Pantsomancer</td>
</tr>
<tr>
<td>SuperHero</td>
<td>Super Strong Guy, Super Fast Guy, Super Spider Guy, Super Wonder Female Guy</td>
</tr>
<tr>
<td>Martial Artist</td>
<td>Mystik Ninja, Pedi Knight, Sword Saint, Wandering Monk, Playtrix Hacker</td>
</tr>
<tr>
<td>Religionist</td>
<td>BrikThulhian Kultist, Holy Clerik, Rules Lawyer</td>
</tr>
<tr>
<td>Psychik</td>
<td>Pyrotechnik, Telekinetik, Mindcontrolnik</td>
</tr>
<tr>
<td>Magikal Abomination</td>
<td>Nega-Daemon, Baalvillain, Vampire, Ghost</td>
</tr>
</tbody>
</table>

When choosing a SuperNatural Cliché, it's best to have a specific character in mind - three units with the "Vampire" Cliché might have completely different powers if one is based on Bram Stoker's Dracula, one is pulled from a generic monster manual, and the third is the sparkly kind.

Where Heroes develop ridiculous accents as an involuntary side-effect of Heroism, SuperNatural units develop funny voices as well - but they do it on purpose, in response to years of persecution from jaded skeptics and jealous MerelyNatural units. The more SuperNatural power a unit collects, the greater the SuperNatural chip on his shoulder grows, and the more likely he is to limit himself to speaking only in booming echoes, testosterone growls, or mysterious whispers. Before long, he's put together a ludicrous outfit and accessories to match, not realizing that these affectations only result in being taken even less seriously than before.

In most cases, SuperNatural abilities are given to minifigs. However, machines, animals, and even inanimate objects can occasionally have SuperNatural powers, through enchantment, possession, alien teknology, or the misunderstanding that results when a minifig doesn't realize the power was within him all along. The powers of these objects are controlled by whichever minifig possesses them, often making them the subject of deadly conflict.

SuperNatural Dice

<table>
<thead>
<tr>
<th>The Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>All action within the BrikVerse originates in the Farce, and the Farce expresses Itself through the five archetypal Dice. These Dice shower down continuously throughout the lives of all minifigs, determining the success or failure of their every venture in an uncaring downpour, but the perception of normal minifigs is not expanded enough to detect them without magikal or pharmceutikal aid. Few minifigs are granted the vision to see the Dice, and those who do are often driven permanently and horrifyingly sane.</td>
</tr>
<tr>
<td>The powers of Dice are guarded jealously by the mysterious Human gods who hold them, far removed from the reach of minifig-kind, but</td>
</tr>
</tbody>
</table>
A SuperNaturally-powered unit measures the strength of its abilities by the **SuperNatural Dice** under its control. The unit uses these Dice, singly or in combination, to produce **SuperNatural Effects** appropriate to its Cliché. Each die may be used once per turn to add to (or occasionally subtract from) one of the possible Aspects of an Effect, described further below. Like Actions, the spent SuperNatural Dice return to the unit at the beginning of its turn and become available to spend again.

SuperNatural Effects can be used to create or modify the Actions, Movement, or attributes of units, vehicles, and equipment, or to affect the results of die rolls as they happen.

A unit who creates an Effect that affects only himself or an object he’s holding (including a Grabbed opponent), or is an area Effect centered on himself or an object he’s holding, doesn't need to spend an Action to create the Effect. A SuperNatural Effect only costs an Action if it needs to be "aimed" at a target or area away from the unit creating it.

For every SuperNatural Die a unit has spent, it suffers a cumulative -1 Skill Penalty until that Die is returned. The more Dice it spends, the more difficult normal Actions become. SuperNatural units can counteract this by spending a Die or two to grant themselves Skill bonuses to compensate, or they can focus on using their powers to buff allied units to handle all the Actions for them.

### Dice Types

When used for SuperNatural purposes, each of the five Dice has its own particular flavor.

<table>
<thead>
<tr>
<th>SuperNatural Dice</th>
<th>Die</th>
<th>Cost</th>
<th>Element</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>The SuperNatural d4</td>
<td>d4</td>
<td>3CP</td>
<td>Fire</td>
<td>SuperNatural d4s can earn Bonus Dice</td>
</tr>
<tr>
<td>The SuperNatural d6</td>
<td>d6</td>
<td>4CP</td>
<td>Earth</td>
<td></td>
</tr>
<tr>
<td>The SuperNatural d8</td>
<td>d8</td>
<td>5CP</td>
<td>Air</td>
<td>Range d8 may also add +1 Firing Arc</td>
</tr>
<tr>
<td>The SuperNatural d10</td>
<td>d10</td>
<td>6CP</td>
<td>Explosions</td>
<td>alters Structure Level if used for Armor; can be used to add +2&quot; radius to any Effect</td>
</tr>
<tr>
<td>The SuperNatural d12</td>
<td>d12</td>
<td>7CP</td>
<td>Magik</td>
<td>Damage d12s bypass Armored status</td>
</tr>
<tr>
<td>The SuperNatural d20</td>
<td>d20</td>
<td>N/A</td>
<td>Chaos</td>
<td>Only available to BrikThulhu</td>
</tr>
</tbody>
</table>
Under normal circumstances, whenever a player rolls a Critical Success on the Bonus Die from another Critical Success, it means he gets a second Bonus Die on top of the first one. If players are using the SuperNatural Abilities rules, the player may decide to turn any Bonus Die rolled off of a previous Bonus Die into a SuperNatural Die instead, and grant it to either the unit who rolled it, the vehicle or equipment the unit is using.

The SuperNatural d12

The SuperNatural d12 is the unpredictable Die of Magik. It's available only to the most divine or esoteric of SuperNatural Clichés, since it represents SuperNatural energy disconnected from any "natural" element. Damage d12s are not affected by a target's Armored status.

The SuperNatural d20

The elements of Water and Chaos also have an associated SuperNatural Die, but minifig Mystiks have yet to encounter the mysterious d20 without suffering immediate Ensanity. Along with non-Euklidean dice like the Dodekube of Non-Consensual Enlightenment, this ultimate die is available only to BrikThulhu.

Rolling Sequence

"This only is denied to God: the power to undo the past."

- Agathon

SuperNatural units don't need to make decisions in advance about how many SuperNatural Dice they're going to spend, if any. SuperNatural Dice are spent and rolled one by one as needed. However, SuperNatural Dice can only affect events as they occur - they can't change what's already taken place, even if it was only a moment before.

It's important to know exactly when and where an Effect is targeted. If a BattleMage has his hand on the shoulder of an allied Bowman firing an arrow, the BattleMage can spend a Skill Die (see below) to boost the Bowman's Attack Roll directly. Because he's touching the Bowman and not the weapon, he would have to buy Range and spend an Action to have an Effect that reached the bow itself - turning the arrows into Explosive or Fire Arrows, for instance. If the attack hits, but the Damage Roll isn't high enough, then it's too late to boost the attributes of the bow - the arrow has already struck the target. The BattleMage must now buy Range all the way out to where the arrow is striking if he wants to add additional Damage Dice.

Lasting Effects

Under normal circumstances, spent SuperNatural Dice are returned to their owner at the beginning of his next turn, and the -1 Skill Penalty for each spent Die comes to an end. In some cases, however, he may wish to leave one or more of the Dice on their targets as a Lasting Effect. The Die is kept next to the affected target and its Effect continues for as long as it remains - an extra Armor d6 for a soldier, a Mind d4 for an animated skeleton, or a Curse d10 on an enemy hero can all extend indefinitely, no matter how far away the target wanders, until the SuperNatural Unit is incapacitated or decides to cancel the Effect on his own.

Lasting Effects are limited by the SuperNatural Dice left behind. For example, a unit may spend 1d8 Arc Range + 1d6 Skill to Bless multiple units in an Arc during his turn, but since he only has the single 1d6 to leave behind, only one of the targets can keep the Blessing as a Lasting Effect on the following turn.

A SuperNatural Unit can cancel any of its Lasting Effects at any time, including during opponents' turns, but it only gets its SuperNatural Dice back (and ends the Skill Penalties for having spent them) at the beginning of its turn. It may even cancel a Lasting Effect at the beginning of the turn and get the dice back immediately.

SuperNatural Bonus Dice

Like regular dice, a SuperNatural Die can earn Bonus Dice whenever it lands on its highest-numbered face - but the SuperNatural Bonus Dice behave differently, due to the Khaotic nature of the Farce that powers them.

SuperNatural Bonus Dice are always the same type as the SuperNatural Die that spawned them. A roll of 8 on a SuperNatural d8 earns a SuperNatural Bonus d8, for instance. Even the lowly SuperNatural d4s, which are barred from earning Bonus Dice in their natural form, can earn SuperNatural Bonus d4s. And these SuperNatural Bonus Dice can earn SuperNatural Bonus Dice of their own.
Unlike regular Bonus Dice, players who earn SuperNatural Bonus Dice don't get to decide how or whether to spend them. A SuperNatural Bonus Die automatically adds to the same Aspect as the SuperNatural Die that spawned it. These supercharged Aspects are normally beneficial, but occasionally disastrous - a couple extra inches of Explosion Radius, for instance, can lead to all kinds of unintended consequences if the player wasn't planning for them.

**Fumble Dice**
Whenever a SuperNatural Die rolls a "1," it does not add anything to its Aspect. Instead, it turns into a traitorous Fumble Die, and is handed over to an opponent of the player's choice to use in sabotaging the Effect. The enemy may use the Fumble Die for any Aspect, adding or subtracting in whatever way seems best designed to turn the Effect in his favor - for instance, sending the Effect in the wrong direction, or causing it to strengthen a target rather than harm it. The only limitation is that the opposing player must come up with a story to explain why the Effect Fumbled in that particular way.

A Fumble Die that rolls its highest-numbered face can spawn SuperNatural Bonus Fumble Dice for the enemy player. A Fumble Die that rolls a "1" is double-Fumbled right back to the original SuperNatural unit's control.

The Fumble Die returns to the SuperNatural unit's control at the beginning of the next turn as usual, often feeling deeply sorry for its momentary transgression.

**Size Dependent Effects**
Most Effects cost the same number of SuperNatural Dice regardless of how large their targets are, but there are exceptions to this rule. Some Effect types are Size Dependent, and the SuperNatural unit must spend a number of Dice equal to the target's Size to get a single Die's worth of Effect.

For example, Armor is a Size Dependent Effect - it takes a number of Armor Dice equal to the target's Size to raise or lower its Armor by one Die. Four Armor d6es could raise the Armor of a Size 1" minifig by +4d6, a Size 2" Horse by +2d6, or a 4" section of a Size 20" castle by +1d6. If the Armor Dice are of different sizes, the final Effect is determined by the smallest-sized Die. Three Armor d6es and an Armor d8 would raise the minifig's Armor by +3d6+1d8, but the Horse's by only +2d6.

When a SuperNatural d10 is used to increase the radius of an Effect by 2", it decreases the number of dice needed for a of Size Dependent Effects as if the target were four inches smaller, to a minimum effective Size of 1".

**SuperNatural Effect Aspects**
Each SuperNatural Die may be spent on one of six Aspects, which are then combined to create a SuperNatural Effect that fits into the unit's SuperNatural Cliché.

**Range**
- **Increase/Decrease Range:** +/- (Die)* Range to SuperNatural Effect or ranged weapon stats
  - d8: 8s of Range add an optional +1 Firing Arc to SuperNatural Effect or ranged weapon stats
  - d10: 10s can be spent to add +2" Effect Radius to SuperNatural Effect

  For any Effect, the first order of business is making sure the Effect can reach the target. Depending on the nature of his Cliché, the SuperNatural unit may have to center all Effects on himself, he may be able to transmit Effects through physical contact (by touching an ally or inanimate object directly, or making a successful Grab on an enemy target), or he may be able to channel Effects through a weapon or tool (by touching an ally or object with the weapon, or making a successful Close Combat or Ranged attack on an enemy target).

  If the SuperNatural unit isn't able to touch or hit the target directly, then he'll have to spend SuperNatural Range Dice to reach it. Each Range Die is rolled to add inches of Range (spending a Range d6 adds +1d6" of Range, for example), either measured directly from the unit's hands or added to the existing Range of a weapon. Hitting targets with Ranged Effects automatically costs an Action, but doesn't require a Skill roll.

  When rolling Range Dice, the Dice are rolled one at a time and placed on the table in the position where the Effect has been moved to. This is done in case a Fumble Die is rolled before the Effect reaches its target, and the players need to
know the Effect's current position to Fumble from.

If a unit is trying to create an Effect on himself, but an opponent uses a Fumble Die of Range (described further below) to move the target of the Effect elsewhere, it doesn't cost an Action because the unit wasn't purposely aiming in order to put it there. However, if he then uses another Range Die of his own to re-target the Effect back to himself, then this does count as aiming and does indeed cost an Action. This is a rare case in which an Effect on oneself can still require aiming.

When d8s are used as Range Dice, each Range d8 gives the option to add +1 Firing Arc to the Effect or to an affected weapon or device, if applicable.

SuperNatural d10s can be used to buy inches of Range like other dice, but they can also be used to increase an Effect's radius instead. Each d10 spent this way increases the radius by two inches, similar to the radius of an Explosion.

---

**Damage**

*Increase/Decrease Damage: +/- (Die)* Damage to SuperNatural Effect or weapon stats

- **d4:** Fire Damage (or equivalent)
- **d8:** Blast Damage, +1 Firing Arc
- **d10:** Explosion Damage
- **d12:** ignores Armored

The most common usage of SuperNatural powers is to deal *Damage Dice*. Each type of SuperNatural Die delivers a specific Damage type:

- **Damage d4s** deliver Fire Damage, or other Fire-like corrosive Damage types like poison or acid *(8.3: Automatic Weapons)*.
- **Damage d6s** deliver standard Damage.
- **Damage d8s** deliver Blast Damage, automatically increasing the Firing Arc by 1 and losing -1 Damage for every inch between the source of the attack and the target *(8.3: Automatic Weapons)*. Unlike with Range d8s, the additional Firing Arc from Damage d8s is mandatory.
- **Damage d10s** deliver Explosion Damage *(8.4: Heavy Explosives)*. An Explosion Damage d10 adds +2" to the radius of an Effect exactly as if it had been spent on radius alone.
- **Damage d12s** deliver SuperNatural Damage which ignores a target's Armored status.

When used to subtract Damage, the SuperNatural Die type must match the Damage die it's subtracting (for instance, a player would use a SuperNatural d6 to subtract a Hand Weapon's Damage rating of 1d6). There is no rolling involved; a SuperNatural Die simply nullifies an identical regular Damage die.

**Armor**

*Increase/Decrease Armor: +/- (Die)* Armor to target object; Size Dependent

- **d10:** +/- Structure Level (max SL: 5, min SL: ½); Size Dependent

Rather than dealing or nullifying Damage directly, it can be more advantageous to SuperNaturally weaken or strengthen a target's Armor instead. All Armor Effects are Size Dependent.

**Armor Dice** are kept with the affected unit for as long as the Effect persists, and are rolled again every time the Armor stat is called for. Most types of dice are added to or subtracted from the Armor stat directly: adding an Armor d6 to a Minifig's Armor of 4 gives it an Armor of 4+1d6, and subtracting an Armor d8 from a Hero's Armor of 1d10 gives it 1d10-1d8, for as long as the Effect lasts.

Adding or subtracting an Armor d10, on the other hand, affects the target's Structure Level directly. The Structure Level changes to match the new number of d10s in the target's Armor rating, up to a maximum Structure Level of 5 at 5d10 or down to a minimum Structure Level of ½ at 0d10 *(7.1: Structure)*, even if it raises an object's Structure Level past the limits determined by its Effective Size. The new SuperNatural Structure Level is used in the place of the regular Structure Level for any rules that require it, affecting such things as the object's Momentum, resistance to Fire, and ease of Repairs.

Subtracted Armor Dice can never lower a target's Armor below zero, and can never damage or destroy a target outright.
**Movement**

*Increase/Decrease Move:* +/- (Die)*" non-flying Move to target object or +/- 1/2(Die)*" flying Move to target object

*Direct Movement:* Move target loose object (Die)*"; Size Dependent

*Thrust:* Apply (Die)*" Thrust to object

**Common uses for Movement:**
- Speed or slow the Move of target units and Vehicles
- Move loose objects directly
- Apply Thrust to objects that are too big to Move directly

**Movement Dice** can be used to affect the Move rating of mobile units, objects, and Vehicles, or to move targets directly.

Increasing or decreasing a target's Move rating is the simplest use of a Movement Die - the Die roll is added to or subtracted from its Move rating, to a minimum of 0" and a maximum of 16".

Flying Move is decreased as easily as regular Move, but *adding* Flying Move costs twice as much. Each extra die of added Flying Move costs two Movement Dice rather than one. (If the Movement Dice are of different sizes, the smaller die is used.) Flying Move can be increased to a maximum of 24".

In most cases these Effects are used to enhance or impede the mobility of units that are already moving around, but they can also be used to give movement to inanimate objects. This is best limited to objects with a clear movement style already in place - stone statues and end tables can start walking around, shopping carts and boulders can start rolling, but trying to animate a suspension bridge or a shipping crate might just result in confusion for everyone involved. An object animated in this fashion won't be able to use its Move unless it has a set of Controls (allowing it to be used as a Vehicle) or it's given a Mind (turning it into an Animated Creature).

SuperNatural Units can also use Movement Dice to move an object directly, for as many inches as are rolled on the Movement Dice. This can be used for Effects ranging from hurling rocks, pulling levers, raising skirts, or tossing enemies over a cliff. Move inches can't be used to separate objects from their moorings - a door can be opened and closed, but not removed from its hinges; an enemy soldier can only be tossed around until he manages to grab hold of something and stabilize himself. Effects that directly move objects are Size Dependent.

If a SuperNatural Unit doesn't have enough dice to move a large object directly, or if it doesn't fit into his Cliché, he can use Movement Dice to create inches of Thrust to push things around instead. (9.3: Thrust Vectors). Like other forms of direct movement, Thrust cannot be used to separate an object from its moorings, but Thrust Effects are not Size Dependent and can be effective against even very large targets.

**Skill**

*Skill Modifier:* +/- (Die)*" Skill to target object's Skill Roll

*Blessing or Curse:* +/- adds re-roll to target's Skill Rolls; Skill Die must be larger than target's Skill; Size Dependent

**Common uses for Skill:**
- Increasing or decreasing the Skill Roll of a unit
- Blessing or Cursing a unit's Skill

The most basic use of a **Skill Die** is to enhance or impair a Skill Roll on a single Action, simply adding to or subtracting from the result of the roll. This can be especially useful for more powerful SuperNatural units to use on themselves, since they can suffer heavy Skill penalties after spending several SuperNatural Dice.

*Subtracted Skill Dice don't affect whether or not a particular Skill Roll results in a Critical Failure, even if they reduce the result of the Skill Roll to zero or less. A Critical Failure only occurs when all the positive dice roll results of "1," regardless of the rolls on the subtracting Dice.*

*Negative Dice are perfectly capable of earning negative Bonus Dice, much to the dismay of their victims (1.2: Numbers).*

While Skill Dice can be used to modify an individual Skill Roll, they can't be added to or subtracted from a unit's Skill rating directly. A unit's intrinsic Skill Rating must always be a single die with no modifiers (1d4 or 1d8 are legal Skill ratings; 1d6-1 or 1d8+1d4 are not).

Instead, Skill Dice can be applied as a **Blessing** or a **Curse**, with the potential to replace the results of the target's regular Skill Roll. In order to Bless or Curse a unit, the Skill Die must be at least as large as the affected unit's existing Skill Rating. (A 1d10 Skill Die can be added as a Blessing on a Skill Rating of 1d6 or 1d10, for example, but a 1d4 can't be used to Curse a Skill of 1d6.) Whenever the Blessed or Cursed unit makes a Skill Roll, it rolls the dice for both its own Skill Rating and the SuperNatural Skill Die (or Dice). If the unit is Blessed, it can use the highest-rolling die as the result of its Skill Roll; if Cursed, it is forced to use the lowest-rolling die instead.

Blessings and Curses are Size Dependent, so for larger units it's sometimes cheaper to simply Bless or Curse their equipment or weapons instead. It would cost 5 Skill Dice to Bless an allied Size 5" Block Giant, for example, but only 3
Skill Dice to Bless its Size 3" sledgehammer. The sledgehammer's Blessing or Curse only works if the die is as large or larger than the Skill of the Giant wielding it, of course; otherwise it is ignored.

_Blessing and Curse Dice suppress each other. A unit that is both Blessed and Cursed ignores one Blessing Die (starting with the largest) for every Curse, and one Curse Die (starting with the smallest) for every Blessing._

### Mind

**Add/Suppress Action:** +/- one Action with (Die) Skill; **Size Dependent**

A Mind Die can be used to grant an Action to an inanimate object, or to give an extra Action to an existing unit, as though it were an additional Mind with a Skill rating equal to the size of the Mind Die. The target keeps its existing stats (such as Armor and Move) and physical abilities (such as number of attacks); a Death Tank with three Minds can still only fire its main cannon once per turn, but the two extra Minds mean it can also pilot itself and fill out questionnaires on Death Tank dating sites at the same time.

If a SuperNatural unit uses a Mind Die to animate an enemy Vehicle while one or more enemies are still piloting it, it's treated the same as a Vehicle with opposing Operators at the controls (9.4: Piloting). The animated Mind and the enemy Operator can each use their Action on whichever systems they have access to in order to prevent the other from Operating them at all.

A Mind Die can also be used to suppress an Action in a unit or animated object. The Mind Die must be at least as large as the die of the Skill Rating of the Action. The suppressing unit rolls the Mind Die against the Skill die; if the Mind Die rolls higher, the Action is suppressed, otherwise nothing happens.

An animated object with all of its Actions suppressed turns into a regular inanimate object again, while a living unit with its Actions suppressed will fall into a comatose stupor. In either case, the SuperNatural unit that suppressed the Actions can then spend another Mind Die to **Mind Control** the target, giving the target a new Mind under the SuperNatural unit's control. The Mind Control is broken if anything interrupts the suppression of the victim's own Actions, or any time the victim Critically Fails a Skill Roll.

### 10.4: Monsters
Boobs

Your parents have no objections to the fact that I just gave you several chapters describing all of the ways you can simulate the brutal slaughter of living, thinking beings. You are training to be the worst that humanity has to offer, and they don't even bat an eye.

But now that I've posted a cartoon caricature of the plastic toy version of a pair of harmless anatomical features possessed by fully half of the human population and necessary to the basic continuance of life, THIS is where they're among all the interdimensional abominations and ABS-mutated monstrosities in the BrikVerse, there is one Creature that stands above all others in its ability to terrify even the bravest of minifig men. Few indeed are those who can hold their ground in the face of Girls.

Due to their rarity in minifig civilization, it's possible for minifigs to go their entire short lives without ever seeing a Girl, much less talking to one, and many strange and horrible myths have arisen concerning their uncanny powers. In an effort to protect the comfort of the soldiers, minifig civilizations command their Girls to limit themselves to one of two non-threatening stereotypes: either the Damsel-in-Distress, helplessly waiting for a man to save her, or the Fighting FuckToy, who's allowed to be deadly in combat as long as it's primarily used as an excuse to wear skimpy chainmail bikinis.

In the field, however, a Girl's interest in adhering to stereotypes rarely survives the first round of combat. The Damsels-in-Distress refuse to miss out on killing stuff, and the Fighting FuckToys forget to pretend that the opinions of spectators have any meaning for them. This is incredibly upsetting to minifig men, who are unable to accept the idea that not everything revolves around them.

The playthemes of the construction toy world offer any number of pre-built monsters, and there's no limit to the custom species players might come up with on their own. Most of these Creatures are easily handled by the standard rules - a dragon, for instance, is statted as a Flying Horse with a FlameThrower in its mouth (Chapter H: The Horse), while a telekinetic alien is just a regular Minifig with a couple of SuperNatural Dice. Nonetheless, there are some Monsters whose abilities truly set them apart.

<table>
<thead>
<tr>
<th>Girl Minds</th>
</tr>
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<tbody>
<tr>
<td>Girl units have a special type of Mind known as a <strong>Girl Mind</strong>, which is handled differently than a regular boy Mind (10.1: Minds). The Skill rating of a Girl unit is called <strong>Girl Skill</strong>, and is calculated by taking the Skill rating of a boy unit and subtracting zero from it.</td>
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(BrikWiki entry: **Girl**)

Boobs

Your parents have no objections to the fact that I just gave you several chapters describing all of the ways you can simulate the brutal slaughter of living, thinking beings. You are training to be the worst that humanity has to offer, and they don't even bat an eye.

But now that I've posted a cartoon caricature of the plastic toy version of a pair of harmless anatomical features possessed by fully half of the human population and necessary to the basic continuance of life, THIS is where they're
The exception is when a Hero unit is a Girl, making it a **Girl Hero** (Chapter 6: *Minifig Heroes*). In this case, take the Skill rating of a boy Hero and **add zero** to it. A Girl unit is worth the same number of Construction Points, but only gets paid half as much.

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**Swarms**

*Vermin*: Skill:1d6 Move: 4" (Spidering) Armor: 0 Cost: 2CP Bite: Use:2 Damage: 1

*Venomous Vermin*: Skill:1d6 Move: 4" (Spidering) Armor: 0 Cost: 3CP Bite: Use:2 Damage: 1d4 Poison

*Flying Vermin*: Skill:1d6 Move: 4" Flying Armor: 0 Cost: 3CP Bite: Use:2 Damage: 1

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**MunchFigs**

MunchFigs are a magikally created race of half-figs, spawned from the mixed genetik material of ancient ProtoFigs, living minifigs, and fried chicken legs. Cheap and easily summoned, they serve in wizards’ laboratories as diminutive servants and, occasionally, snacks.

Supposedly named for their bite-sized stature and curious magikal properties when eaten, MunchFigs are just as likely to rise up and devour the unsuspecting novice wizard who doesn’t realize he’s summoned a number larger than he can control.

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Creatures that are so small that their Size is rounded straight down to 0" are called **Vermin**. The most common Vermin are the simple one-piece pre-molded animals included as props in adventure sets: snakes, bats, spiders, and parrots, for instance, depending on the genre. The small Size of Vermin makes them ineffective as individuals, but their inexpensive price means that they can be purchased in swarms, making them effective for disrupting unarmored foes and supporting the attacks of larger allies.

**Size: Zero**

Tiny objects like Vermin are so small that they’re treated as if they have no Size or mass at all. Being effectively weightless, they can be carried like equipment items, or even swung or thrown as Random Objects for Bite Damage. Zero weight automatically gives them the **Spidering** ability: they can climb on any vertical or inverted surface at no penalty (although they must end their turn in a stable position for practicality’s sake), and they are immune to Falling Damage (*7.6: Creation Combat*).
If they have the proper appendages, a Vermin is strong enough to carry a one-handed item of minifig equipment or weaponry at no penalty, or two such items (or one two-handed item) at Half Speed. It isn't strong enough to throw them or use them in combat, however, or to operate mounted weapons or other devices. Vermin have zero Momentum and offer zero Physical Opposition, and cannot perform Shoves.

Vermin have a Structure Level of zero and zero Armor. Any attack that hits a Vermin kills it automatically, without having to make a Damage Roll. Tightly-packed groups of Vermin are especially vulnerable to Explosions and Fire. If Vermin are Disrupted, units and objects of Size 1" or greater can crush any number of them underfoot with Trample Damage. If the Vermin aren't Disrupted, a unit can choose one of them to try to stomp on, but must treat this as an Attack with Use:0. The Vermin can attempt to Bail out of the way if it wishes, or hope that the stomper Critically Fails his Attack Roll.

**Vermin Attacks**

Vermin are not able to wield or operate weapons of any size; they must rely on their natural stings or Bites.

A Vermin's Bite is painful but not particularly dangerous - the bite is only effective against unarmored Creatures of Structure Level 1 or less, and even then it only does 1 point of Damage (or 1d4 Poison Damage if it has Venom). Creatures that have a higher Structure Level or are Armored can ignore Vermin almost completely - the Vermin cannot engage such a target in Close Combat at all, although they can still climb around on it and be struck by its Close Combat Attacks in return.

1 point of Damage isn't enough to threaten most enemies, although the Cumulative Damage of several Vermin attacking together can bring down a minifig if they all make successful Bites at the same time. Vermin are more useful for tying up opponents in Close Combat in high enough numbers to inflict Skill Penalties, and to absorb attacks to protect higher-value allies.

When attacking in cooperation with non-Vermin allies, Vermin are subject to the usual Close Combat limit of three attackers for every inch in the target's Size, or else they risk being struck by their own allies' attacks. When a group of Vermin attacks by itself, it can ignore these limits, forming a Swarm that can pile as many attacks onto an unarmored Creature as there are Vermin able to reach it.

**Monstrous Contagion**

*Dimmy*: **Skill:** 1d4 (Incompetent) **Move:** 4" **Armor:** 4 **Cost:** 5CP **Contagious Bite:** **Use:** 2 **Damage:** 1d4 Poison (Monstrous Contagion)

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**Dimmies**

Minifig Dimmies, uniformed in the T-shirts and baseball caps of the human fratboys they seek to emulate, destroy quality construction wherever they find it. They gradually turn their sections of the BrikVerse into endless wastes of shoddy assembly and piles of random elements.

This Mystikal Juniorism is viewed by some as an ultimate escape from the standards and expectations of Brik society, especially by minifigs who have become depressed by their own Critical Failure during a crucial opportunity for righteous destruction.

(BrikWiki entry: Dimmy)

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One of the more admirable aspects of monstrous species is their minifig conversion rate - with nothing more than a bite from the right inhuman monster, anyone can become a vampire, zombie, werewolf, alien breeding husk, or religionist zealot. For a species with Monstrous Contagion, the only thing limiting its spread throughout a population is the number of Monstrous minifig heads the players have to swap in.
Contagious Bite

Contagious Bite: Cost:+2CP Use:2 Range:CC Damage:1d4 Poison (Monstrous Contagion)

Monstrous Contagion is a Poison (8.3: Automatic Weapons) that takes over the Mind and transforms the body of its victims. Creatures with Monstrous Contagion have a Contagious Bite that does 1d4 Poison Damage and only affects minifigs. (Depending on the type of monster involved, players may agree to modify this default - allowing zombies to spread their Poison through claw attacks, for instance, or to make a Computer Virus that corrupts robots rather than minifigs.)

Unlike regular types of Poison, Monstrous Contagion attacks the Mind rather than the body, so the Poison damage is rolled against the target's Skill instead of Armor. If the Poison Damage Roll is higher than the victim's Skill Roll, then its Mind is destroyed, leaving it helpless and comatose. At the beginning of the Contagious Biter's next turn, the victim's body undergoes whatever horrifying transformation is appropriate to his type, and he rises up to join the Monstrous ranks.

Creatures with multiple Minds may end up with only some of them converted, acting like a Creation with opposing Operators (8.6: Manning Guns), and delaying any physical transformation that may accompany the full conversion.

If players decide that larger Creatures are also vulnerable to the Contagious Bite, treat the Poison as if it were doing points of mental Size Damage in addition to any regular Size Damage the Creature might have taken (7.2: Taking Damage). The Creature's Mind is converted only when the sum of the two types of Damage matches or exceeds the Creature's Size.

Even if their masters are evil geniuses, the converted victims of Monstrous Contagion tend to be mindless and confused. The victims' Skill and Specialties prior to transformation are forgotten, and they are reborn with an Incompetent Skill of 1d4 and all the Stupidity that goes with it (10.1: Minds).

Otherworldly Invaders

The Nega-BlokTrix

The Gray Shift and Poop Invasion flavor text

(BrikWiki entry: Nega-BlokTrix)

Cynics will try to tell you that battles are made up of finite quantities of troops and equipment. Fans of video games, war movies, and comics know better. No matter how many opponents you slay, there are always more entering one-by-one from the right side of the screen, ready to turn upside-down and disappear in an orderly fashion as soon as they're defeated.

Cannon Fodder

Cannon Fodder: Skill:1d6 Move: 5" Armor: 0 Cost: 2CP Mook Weapon: Use:3 Range:CC or 5" Damage: 1

Certain minifigs exist only to inflate the kill count and scatter their own corpses around as set decoration. If these Cannon Fodder make any contribution at all during the course of getting themselves slaughtered, it's to serve as distractions and draw fire away from their allies who actually matter.

Cannon Fodder come equipped with a single melee or ranged hand weapon at no cost. This Mook Weapon (along with any other weapon carried or operated by a Cannon Fodder unit) does only one point of Damage and is mostly useless. This is enough to kill other Cannon Fodder, thanks to their zero Armor - even a minor hit kills a Cannon Fodder unit automatically, without even bothering to roll Damage. Otherwise, Cannon Fodder must rely on Combined Fire with real units or other Cannon Fodder in order for their single point to make any difference.

Like Vermin, Cannon Fodder (along with Vehicles or devices operated by Cannon Fodder) have zero Momentum Dice, zero Physical Opposition, zero throwing ability, and can Shove for a grand total of zero inches. Cannon Fodder can lift, carry, and construct objects as normal.

Spawners

Spawner: Cost:WSx2CP Spawn Capacity: WS

Although Cannon Fodder are mostly useless, the nice thing about them is that there's an endless supply. They may emerge from an interdimensional portal, cave entrance, or guardhouse, or they might be summoned in by a magik amulet or the powers of an otherworldly Fiend. The physical objects used as Spawners are treated as a type of weapon,
subject to the usual Weapon Size limitations, but they function automatically - no Skill Roll or Action is required.

The Size of a Spawner (or Effective Size, for a damaged Spawner) determines the maximum Size of the group of units it can Spawn every turn. This **Spawn Capacity** can be a simple number of inches or a dice equivalent, depending on the variability of the Spawner's output - a Spawn Capacity of 4" is equivalent to a Spawn Capacity of 1d6". Each turn, the Spawner can produce this many Size inches' worth of units, either respawned from fallen Cannon Fodder corpses (which conveniently disappear from the field and reappear at the Spawner, along with their Mook Weapon), or from units which were purchased before the battle but held in reserve rather than placed on the field immediately.

Spawned units appear as close to the Spawner as reasonably possible - either in, on, or touching the Spawner itself. Spawning uses up a spawned unit's Action for the turn, so unless they have extra ones (from Multitasking or a Heroic Feat, for instance), most units will appear with their full Movement but no Action.

**Masters and Thralls**

Some monsters are born leaders, holding sway over a horde of minions through mind control, charisma, or fear. The best among these enjoy the finest perks of monster leadership: the ability to permanently Sacrifice their devoted followers' life force for a fleeting minor bonus. Vampires have delicious slaves, BrikThulhuite kult leaders have kultists, and middle managers have interns. Any units may enjoy the special power exchange of **Master** and **Thrall**; the only requirement is that the Masters are complete jerks who view Thralls as an expendable resource.

**Masters and Thralls**

*Specialty: Master (+1CP), may Sacrifice Thralls*

*Specialty: Thrall (+1CP), may die or RedShirt to Sacrifice themselves to a Master*

As far as a Master is concerned, Thralls are walking poker chips waiting to be cashed in. The details vary - a nekromancer de-animates his skeletons, a Fiend swallows the souls of the possessed, and a secret agent makes out with femme fatales. In the process, the Thrall is incapacitated - it may be disintegrated, killed outright, or merely rendered catatonic. Regardless of the method and its effect, the **Sacrifice** is instantaneous and permanent; Sacrificed Thralls can't be Medikally revived, respawned from Spawners, or brought back by any other means.

On the bright side, the Master receives an immediate Instant Benny equal to the Sacrificed Thrall's Skill die. Like all Instant Bennies, the Master must use the Benny before the end of his turn (or the end of his following turn, if the Sacrifice occurs on someone else's turn) or it will disappear.

Sacrifices do not cost an Action or take any time, even if logic would suggest otherwise. The special bond between Master and Thrall is such that all other action stops while they consummate their exchange. Masters can reap the benefits of Sacrifice even in the middle of other Actions or while distracted or unconscious.

There are three ways for a Sacrifice to occur. The most direct is for the Master to Sacrifice one or more Thralls himself. He must be able to touch each Thrall; the Sacrifice occurs automatically and cannot be prevented or interrupted except by a Heroic Feat. A Master may also inspire a Thrall to RedShirt as if he were a Hero; any Thrall killed in the process of RedShirting is automatically Sacrificed. Finally, a Thrall who is killed by any other means may be counted as a Sacrifice if its Master is within
A Skelly's limbs and head are each attached with one point of Connection Strength. A single hammerblow doing five points of Damage is enough to knock them all off at once, as Steve the Adventurer is happy to demonstrate.

Unliving Constructs

Not all monsters are living Creatures. Robots, zombies, and animated piles of bricks can be just as dangerous. With no need for air, friends, or retirement benefits packages, Unliving Constructs can be an ideal addition to any force.

Unliving and Undead

Unliving / Undead: (+0CP)

Most objects in BrikWars are not alive, and even the ones that are tend to remain alive only briefly. When a unit is Unliving, it's just as vulnerable to standard Damage as any other non-living object, but many kinds of environmental and biological damage have no effect. Suffocation, drowning, Poison, disease, and psychological manipulation are irrelevant to things that aren't alive. (These effects are up to the players, and can be decided by a What I Say Goes Roll whenever they're not obvious.)

The Undead have all the immunities of non-living objects, but their anti-LifeForce means that many effects are reversed. Healing effects damage them, and death magik heals them. Blessings are treated as Curses, and vice versa. Different types of Undead traditionally have additional specific vulnerabilities, but sunlight, garlic, and holy crosses rarely appear in a BrikWars battle, and so they're largely ignored unless the players make a special point of incorporating them. Very few Masters receive any benefit from Sacrificing an Undead, unless they are specifically attuned to benefit from anti-LifeForce rather than LifeForce.

Constructs

Construct: (+1CP per Connection Strength)

Usually (but not always) Unliving, Constructs are Creatures made of Modular Parts that can be disassembled and put back together again with no lasting penalty, even if the Parts get mixed up in the process. This usually occurs when they take enough Damage to knock bits off, but they can also disassemble a Part from themselves (or allow others to disassemble a Part) as easily as picking up an unattached item of the same size. A dismembered arm can be swung as a makeshift bludgeon, heads can be thrown as projectiles, and any other random Parts can be swapped endlessly between Constructs for tactical or fashion advantages.

Even if a Construct is built from a large number of building elements, its Modular Parts are basic and discrete: heads, bodies, limbs, and any other useful appendages like wings or tentacles. (Tails only count as a Modular Part if they're mounted with a weapon or other device; otherwise they're considered part of the body.) Removing a Modular limb causes the same penalties as if the limb were Amputated (10.2: The Medik).

Constructs are defeated by knocking apart their Modular Parts rather than by killing them. To this end, Constructs have a Connection Strength rating rather than an Armor rating, up to the Size of the Construct. Any Damage equal to or greater than the Connection Strength breaks off a Modular Part of the defender's choice, within reach of the attacker. The detached Part is knocked one inch away for every die in the Damage roll. A Damage total that is multiple times the size of the Connection
Strength will break off the corresponding number of multiple Modular Parts (for example, if an attacker dealt 7 Damage to a Creature with Connection Strength 2, the Creature would lose 3 Modular Parts).

Individual Modular Parts are rendered lifeless and inert if detached from a Construct. Units can build with these loose Construct parts just like any other building element (7.3: Field Construction). They return to full functionality if attached to other Construct parts, or if attached to compatible teknology by an appropriately-themed Mechanik (e.g., a sci-fi Mechanik attaching cyborg parts to a spaceship, a fantasy Mechanik attaching golem parts to an animated walking castle, etc.).

There’s no reason a Construct has to be reassembled "correctly," if the physical elements allow nonsensical alternate combinations. Sometimes you’ll want to swap out a tail for an extra arm, or replace a missing leg with a stack of heads. The effects of these non-standard constructions should be decided by quick negotiations between the players, settled by a What I Say Goes Roll if necessary.

Unlike other Modular Parts, a Construct's detached head may remain alert and even capable of conversation if the players think it’s funny enough.