BRIKWARS

BUILDING BRICK COMBAT SYSTEM

RAYHAWK

2005 EDITION

BRIKWARS

BUILDING BRICK COMBAT SYSTEM

By Mike Rayhawk
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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.

Mike Rayhawk, 2003

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, 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

BrikWars is spelled without a 'c.' This is not a typo; this is part of its 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 civilization are a fresh canvas upon which the Dimmies splatter mayhem and chaos in broad juniorized strokes.

Mike Rayhawk, 2001

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

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 completely inappropriate. Dignity and BrikWars go together like one Mega Blok with another: while they appear to fit together 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 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.

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.

The Nefarious Nega-Bloktrix, patron saint of QuikWars.

Rolling dice to determine order of play, the players take turns orchestrating manuevers 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.

Q.2: Armies

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

Minifigs	
Movement: 5" per turn	
Armor: 2 dice	

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 attacks together, adding all their Damage into a single massive roll.

Weapon	Damage	Range
Bare Hands	None	-
Hand Weapon	2 dice	touch
Ranged Weapon	1 die	10"
Shield / Armor	+1 Armor die	-
Brick	1 die	5"
Siege Weapon	2 dice	10"

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 the brick to any appropriate surface, in order to build fortifications or repair vehicles or whatever; this counts as the unit'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.

Steeds	
Movement: 10" per turn	
Armor: 3 dice	

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 a brick counts as the Minifig's one attack for that turn.

How much damage to bust off a chunk? count the studs!

steering wheel: 2 studs

laser mount: 1 stud

front tires: 4 studs

rear section: 6 studs

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

Propulsion Unit	Moves on
1 pair wheels / treads / legs	solid ground
1 sail / 2 oars	open water
1 copter rotor	flying
1 pair jets / thrusters	any

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

"If our most highly qualified General Staff officers had been told to work out the most nonsensical high level organization
for war which they could think of, they could not have produced anything more stupid that that which we have at present. "

- Claus von Stauffenberg

The purpose of BrikWars is to provide a safe and comfortable setting in which groups of cute and friendly minifigs can mutilate and slaughter one another. The battle can be large or small, balanced or skewed, ordered or chaotic; what's important is that the level of mindless violence is kept at an entertaining high.

1.1: Overview of Play

Players prepare for the game by building armies, fortifications, and battlefield landscaping out of plastic construction bricks (or whatever's most convenient). They have the option of imposing a military budget of **Construction Points** if they suffer from the notion that armies should be equal and battles should be "fair." Players might spend hours carefully crafting the look and equipment of each soldier and vehicle, or they might just grab mismatched units at random out of a bin. It's left to the players to decide how serious they want to be.

When the battlefield and armies are assembled, players can pick their starting locations 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. Sometimes the armies' starting locations will be dictated by the scenario - in a castle siege, for instance, the defenders are arranged inside and around the castle and the besieging force begins at whichever edges of the battlefield seem most advantageous. Once the armies are in place, the battle can begin. Each player takes a turn maneuvering forces and making attacks for all of the units under his control, before passing play to the next player. When all players have taken their turns, the cycle begins again with the first player and continues until one side "wins."

Unsophisticated players might think that the Letter of the rules is more important than the Spirit - but the Letter isn't liable to sneak up behind you with an axe if you abuse it.

"Esprit de Core," 2005

Raised baseplates and brick mountains scattered around the floor make a perfectly decent battlefield.

Photo: Pete Callaway
STUDS's "Battle of Tank Stream," June 2000
Winners: SHAG

Victory

An army wins a battle by achieving its **Objective**. An army's default Objective is "the destruction and humiliation of all other armies," but more complex or specific Objectives are possible, such as "assassinate the enemy leader" or "collect the largest pile of severed heads."

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

- George Carlin

As a general rule, it's not entirely common for any one player or team to "win" a battle. This is because getting killed horribly in some ridiculous fashion is always funnier than the alternative (i.e., surviving horribly in some ridiculous fashion), and BrikWars is set up to favor the optimum result of a complete massacre of all participants, along with any bystanders and scenery. You should expect your BrikWars battles to often end with the final victory going to a force of nature or some deadly location rather than to any player. 'Fire,' 'explosive decompression,' and 'nuclear fission' have winning records that no human strategist can hope to match.

The 'classic' conclusion 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 Objective was to prevent destruction (e.g., "protect the doughnut factory").

1.2: Proper Observance of Rules
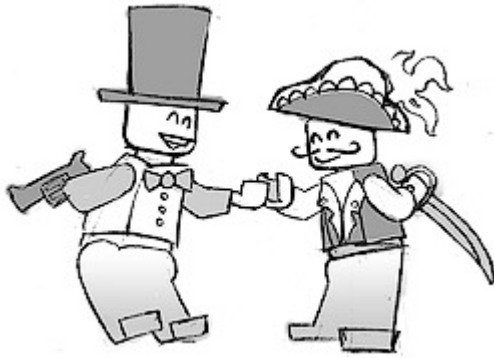
> "The more laws and order are made prominent, the more thieves and robbers there will be."
>
> – Lao Tzu

> "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 the 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 probably not only shackle yourself to those rules but also then try to lovingly twist them to 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 five-year-olds to remember the things you've forgotten about having fun.

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, we also recognize that not everyone is ready to live without the safety net that a system of rules provides, especially while in competition with others. So, before we go any further, here are the two most important rules in the book.

THE LAW 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 chapters and chapters full 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 stop trying to play with construction bricks and instead give 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 only 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.

The power of fudge overrides all laws.
Elements shown: LEGO, fudge

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

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 where he's hiding?" "Is that hot dog stand really 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 states their position. (If one player takes a position that's an obvious and deliberate attempt to cheat, his opponents are obligated to beat the crap out of him. The player should then revise his position, although the opponents might let him get away with keeping it if the beating was good enough.) 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.

Large dice are better than small ones in a What I Say Goes Roll, if you have enough to go around - more sides means less chance of a tie between players.

The first What I Say Goes Roll in most games is to decide the order of play. The winner decides who goes first and in what order the players will take their turns.

1.3: 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 surface studs, or the height of three construction bricks. It's not important whether or not your conversion is exact, as long as everyone's using the same system.
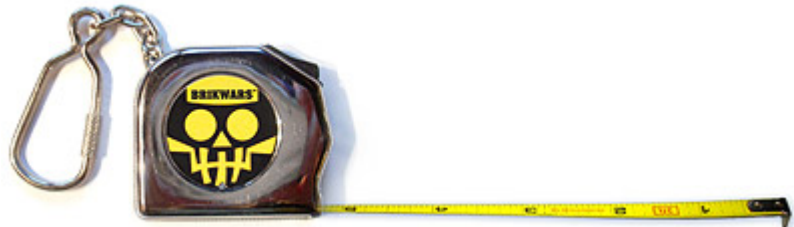
As with most aspects of BrikWars, flexibility is key: bendable measuring tape is going to be a lot more useful than a rigid ruler, since you'll often want to measure around corners or in tight spaces. If you haven't got a measuring tape handy, a simple ribbon or piece of string marked off in inches is just as good.

1.4: 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.

In 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 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.

An assortment of d6es, d10s, and one glass d0. You will almost certainly never need a d0 in BrikWars.

The result of this unusually lucky roll is 0 + 6 + 6 + 6 + 6 + 6 + 6 + 1 0 + 10 + 10 + 10 + 10, or 86, ignoring the possibility of Bonus Dice. It's unclear whether or not a roll of 0 on a d0 counts as a Critical Success.

Elements shown: dice

> 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. Do we care? Refer to The Law of Fudge, above.

In BrikWars and most other wargames, die rolls are described according to the number 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 the shin. This will forestall any arguments about proper nomenclature and pluralizations.

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 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 all the dice in any roll come up '1,' then the roll is a Critical Failure. Whatever task a player or unit was attempting fails completely, no matter how easy it might have been.
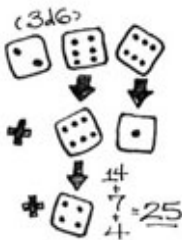
Critical Success

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.

1.5: 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 other players, you should make sure you have the following.

Things You'll Need

Jaw-Jaws and Dimmies are great for demonstrating the use of blood and fire elements.

Elements shown: LEGO

● **Fun**
First and most importantly: *fun*. It seems obvious, but this item is so often bizarrely forgotten by all types of gamers that it bears repeating: *don't play a game if you don't mean to have fun.* And for the love of God make sure you bring enough to share, because it's not all about you.

● **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 six-sided dice (d6) for regular units, and the more unusual ten-sided dice (d10) for siege- and hero-level units.

● **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 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 fire?

● **Spare Parts**
Not a requirement, but it's often nice to be able to whip up a costume change for your hero, a crater and random debris from an explosion, a stand to hold up a minifig in a precarious position, or any number of other objects that might appear as the result of unexpected events.

● **Cameras**
By nature, BrikWars games are full of amazing constructions, crazy action scenes, and hilarious mishaps that you'll wish you had photos of afterwards. Most impressive of all to fellow gamers, as verified by ten years of fan mail, are the astonishing photos that show real live girls playing BrikWars.

● **Doughnuts and Beer**
Pizza, chips, and Mountain Dew are the more traditional food of wargamers, but the proper BrikWars mindset is less about "Gary Gygax" and more about "Homer Simpson." Cheeseburgers are an acceptable compromise.

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. Otherwise, not really necessary.

Funny Dice
Nothing says gaming like funny dice. A Stumble die, for instance, is easily made by taking a Sharpee 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, drunken staggering, etc.

Fire Rings have no purpose in BrikWars except to intimidate newbies. If asked why you brought a bag of Fire Rings, say "Just in case we need them for some of the really advanced rules."

Elements shown: LEGO, Mega Bloks

Goofball Measuring Implements
Strings, measuring compasses, and 30/60 triangles open up all kinds of possibilities for goofball rules, from *"poisonous gas affects everyone within four inches of the burrito!"* to *"acid sprays out in a (d6 x 15)-degree cone!"*

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 stone at the beginning of your turn - when they run out, the nuke goes off."*

Fire Rings
Complicated and arcane-looking gear with no actual 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.

Chapter Two: The Mighty Minifig

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

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 vicious and sadistic killer. He'd hack your heart right out of your chest if he thought 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.

Minifigs are available from a number of manufacturers, and in nearly-limitless variety.

Minifigs shown: Best-Lock, LEGO, Mega Bloks

Despite its horrifying misanthropy, a minifig is a simple creature, defined by four statistics: **Skill**, **Move**, **Armor**, and **Cost**. (More advanced minifigs in later sections 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.

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.

The Skill statistic is always listed as a die roll rather than a number, and a unit rolls that many dice 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** (see 1.4: Rolling Dice).

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

The Minifig

COST
4CP

Skill
1d6

Move
5"

Armor
4

SPECIALTIES

Move: 5" - see 4.1: Movement

The **Move** statistic describes how far a minifig can move in a single turn – in this case, five inches.

Element shown: 1d6

Armor: 4 - see 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 hit points is much too burdensome for players to keep track of 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 may decide to set CP budgets in order to ensure that all armies are of equal value, although it's much faster and easier to ignore Construction Points entirely. A minifig unit costs **4CP**, not counting weapons and equipment.

Using Stat Cards

The Minifig card, shown above, is an example of a single-sided stat card. Single-sided cards are used for units who, like the Minifig, are simple enough not to 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 later chapters, we'll introduce a variety of advanced units with Specialties that grant them extra abilities. These types of units are given a two-sided stat card, so that the descriptions of their Specialties can be printed on the card's backside. While a two-sided cards 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.

(Download the Two-Sided Blank card)
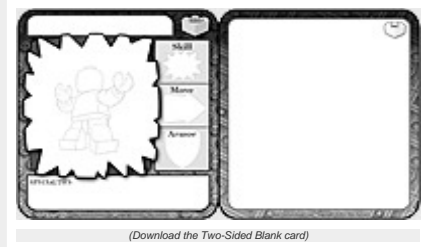
If you'd like to make the highest-quality stat card, start by color printing the graphic onto photo quality paper. Before you fold it, cut the card out, well outside the lines - you'll be trimming it down later. If the paper is very stiff, you should lightly score the paper along the fold line on the printed side, using a sharp craft knife and straightedge; this will help prevent tearing along the fold later. In a well-ventilated area, spray the back of the printout with spray-mount adhesive, being careful to follow the instructions printed on the can. Depending on the stiffness of your paper, you may choose to fold the card over as soon as the glue is ready (usually one minute after spraying), or you may need to beef it up by lining up a 3x5 index card or some thin cardboard along the fold line against the back of the printout, and folding the paper around it. Once the glue has set, you can use your craft knife or a sharp pair of scissors to trim the card down to its edges. Finally, you should remember to have bandages handy, because making BrikWars cards is very exciting and you may forget to be careful about playing with sharp knives.

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 Supplements page of the BrikWars website, at http://www.brikwars.com/supplements.

Chapter Three: Minifig Weapons

> "Laughter is the greatest weapon we have and we, as humans, use it the least."
>
> - Mark Twain

Weapon	Cost	Use	Range	Damage	Notes
Close Combat Weapons					
Hand Weapon (**S**)	2CP	2	CC	1d6	*Range 1d6" if thrown*
Heavy Weapon (**M**)	3CP	4	CC	1d6+2	*may be paired with Shield*
Two-Handed Weapon (**L**)	4CP	5	CC	2d6	*Two-Handed; -1" to Move*
Ranged Weapons					
Short-Ranged Weapon (**S**)	3CP	3	6"	1d6	*some are Two-handed*
Long-Ranged Weapon (**M**)	5CP	3	12"	1d6+1	*Two-Handed*
Explosive	1CP	3	-	1d10 exp	*Range 1d6+2" if thrown*
Bodily Protection					
Shield	1CP	2	CC	(1d6*)	** - Parry or Shove only*
Armor	2CP	-	-	-	*+1d6 Armor, -1" to Move*
Desperate Measures					
Bare Hands	-	2	CC	Shove 2"	*Shove only*
Random Object	-	3	CC	1d6-2	*Range 1d6-1" if thrown*

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 hardly compares with the importance of looking awesome.

3.1: Close Combat Weapons

Killing enemies from a safe distance is all well and good, but any real minifig will tell you that's for cowards. Nothing beats the meaty hands-on thrill of physically 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).

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. Melee weapons are categorized entirely according to how long they are. They fall into three categories, separated by how they compare to a minifig's height: weapons shorter than a minifig are **Short (S)**, equal to a minifig are **Minifig-Size (M)**, and longer than a minifig are **Long (L)**. You might be tempted to think of the letters as standing for Small, Medium, and Large, but that would be much less precise.

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?

Mike Rayhawk, 2006

Hand Weapons

Size:(S)
Cost:2CP
Use:2
Range:CC
Damage:1d6
Notes: Range 1d6" if thrown

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.

The majority of Hand Weapons are about one Brik shorter than a regular minifig; exactly the height of this dwarven warrior.

Weapons shown: Red Bean Studios, Mega Bloks, LEGO, Little Armory

Because Hand Weapons are so light and easy to handle, they leave the second hand entirely free for a second weapon or equipment item. They may even be thrown, in a pinch, doing full damage at a range of up to 1d6 inches.

Heavy Weapons

Size:(M)
Cost:3CP
Use:4
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 are the height of a minifig. They are most often paired with a Shield, as this Hoplite demonstrates.

Weapons shown: Red Bean Studios, LEGO, Little Armory, Mega Bloks

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.

Less versatile than Hand Weapons, minifigs wielding a Heavy Weapon cannot carry a second weapon of any type in their off hand, although they may equip a Shield.

Two-Handed Weapons

Size:(L)
Cost:4CP
Use:5
Range:CC
Damage:2d6
Notes: Two-Handed, -1" to Move

Two-Handed Weapons give heavy troops the power to destroy the sturdiest foe, and the ability to do it at a fair distance - through a rank of other minifigs, over the top of a barricade, surprising a target on a separate building level, or nailing a rider on horseback.

Even with added height of the most ostentatious helmet plumes, this Centurionette is dwarfed by her massive Two-Handed Sword.

Weapons shown: custom mold, Little Armory, LEGO

Their drawbacks are that they are heavy, slow, and difficult to weild effectively. Minifigs carrying a Two-Handed Weapon have their Move reduced by one inch, 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 mere Humans is unable to detect it.)

What's 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 effective minimum range! A minifig swinging a Two-Handed Weapon must have a 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.

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 moderate-to-thorough 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-hands requirement: jousting. Although Two-Handed Weapons are too heavy to swing with one hand, nothing stops a mounted minifig from tucking it one under one arm and riding full-tilt at an opponent with it. A minifig riding a steed or vehicle only needs one hand to use a Two-Handed Weapon in a Charge attack (5.4: Charge!), as long as it has a pointy tip.

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 piddly little opponent 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
Most light ranged weapons fall under the **Short-Ranged Weapons** heading (also called

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

"**Pistols**" for short): revolvers, shortbows, blowguns, magic wands, and slings are good examples. Many can be fired with one hand, although reloading (if necessary) always requires the use of both; 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

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

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.

Throwable melee weapons are better purchased as Hand Weapons. In some cases, non-melee versions of regular Hand Weapons may be bought as Short-Ranged Weapons instead (javelins instead of spears, throwing knives instead of daggers, etc.), although players should be careful to make sure there's no confusion about which weapons are Hand Weapons and which ones aren't. Thrown Ranged Weapons are considered to be in 'infinite supply,' but can only be used by one minifig at a time. A ninja throwing a pile of shuriken never 'runs out,' but the thrown shuriken can't be collected and used by other minifigs, and the ninja can't share shuriken with his friends (unless he gives them the whole pile, or they steal it from his lifeless corpse). Ranged Weapons used in Close Combat are always treated as Random Objects at best, even if they look just like Hand Weapons.

Long-Ranged Weapons

Size:(M)
Cost:5CP
Use:3
Range:12"
Damage:1d6+1
Notes: Two-Handed
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 magic Rods of Lightning Bolts are all Long-Range Weapons. Long-Range Weapons are generally about the size of a minifig, and always require two hands.

Long-Ranged Weapons are for warriors who wish to focus exclusively on ranged attacks. This steel-bikinied commando doesn't care much for hand weapons; she's never met a problem her bazooka couldn't solve.

Weapons shown: Best-Lock, LEGO, Little Armory

"The deadliest weapon in the world is a Marine and his rifle!"

- John J. Pershing

Because the major construction-brick companies offer such a limited variety of bows for archers, it can be difficult to differentiate shortbows (a Short-Ranged Weapon) from longbows (a Long-Ranged Weapon). If you insist on using both kinds in the same battle, try to make them easy to distinguish, either with different colors ("shortbows are brown, longbows are black") with different troop types ("light cavalry have shortbows, standing archers have longbows"), or by decorating them somehow.

Explosives

Size:-
Cost:1CP
Use:3
Range:-
Damage:1d10 exp
Notes: Range 1d6+2" 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 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.

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 two inches 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

"To 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

Any portion of the military budget can be put to more weapons or more men, but sometimes generals will assign a budget for protective gear for the troops. This is silly - a trooper's job is to kill enemies, not worry about coming home alive. Worse, the soldiers might request this equipment themselves, a bad sign that they're not mentally prepared to sacrifice themselves for their Humans' meaningless cause.

The cowards that request protective gear are likely to be among your least popular troops, 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.

Shields

Size:-
Cost:1CP
Use:2
Range:CC
Damage:(1d6 special)
Notes: Parry or Shove only
A **Shield** is like a Hand Weapon devoted exclusively for Parrying (5.2: Close Combat), although they're also handy to Shove opponents into proper position for an attack. Unlike a regular weapon, Shields can even be used to Parry thrown weapons and

Because Princess Wendy can't be armored up for official functions, she depends on a ring of heavily-armored handmaidens to absorb attacks against her royal person.

Weapons shown: Little Armory, LEGO, Red Bean Studios, Mega Bloks

slower projectiles like arrows and sling-bullets (although not, for instance, rifle rounds or lightning bolts).

For the purposes of Parrying and Shoving, a Shield has a Damage rating of 1d6. It cannot be used in regular attacks, no matter how much you sharpen the edges.

Armor

Size:-
Cost:2CP
Use:-
Range:-
Damage:-
Notes:+1d6 to Armor, -1" to Move
For warriors who fear death, but not enough to lift a Shield in their own defense, **Armor** is a great way to prolong their lives as lazy cowards. As a bonus, when they're always last to arrive at the front lines, they can tell their companions that the reason is because their heavy Armor slows them down. Whether or not that's the actual reason for their tardiness is left for debate.

Sometimes Armor can become a troop in itself, if it's left lying around too long and becomes posessed by armor ghosts.

Armor shown: Red Bean Studios, LEGO, Little Armory

of Armor adds 1d6 to a minifig's Armor rating all forms of damage. However, it's less easy to around in - minifigs wearing Armor also lose one

"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

A suit against move inch

from their Move rating, which is why many Armored minifigs prefer to ride horses or other steeds.

3.4: Desperate Measures

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

- Charles Darwin

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 hasn't been shown to have any useful effect, and he's better off trying to scavenge a real weapon as quickly as possible.

Bare Hands

"Those who have not swords can still die upon them."

- J.R.R. Tolkien

Size:-
Cost:-
Use:2
Range:CC
Damage: Shove 2"
Notes: Shove only

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 worthwhile use for **Bare Hands** is in grabbing someone else's dropped weapon.

Bare Hands cannot be used to Attack or Parry. They may only be used to Shove, and only if both hands are empty, in a desperate attempt to get away from the real warriors who remembered to come armed.

Random Objects
Size:-
Cost:-
Use:3
Range:CC
Damage:1d6-2
Notes: Range 1d6-1" if thrown

Table legs, broken bottles, burning torches, and even big rocks are all part of a cherished tradition of improvised weapons; a pistol butt, rifle stock, or sword pommel can be used as makeshift bludgeons when the weapon's main function can't be brought into play. If a minifig can't find a real weapon, **Random Objects** are better than nothing, although only because having nothing sucks to such an impressive degree.

Any object that could conceivably approximate a Hand Weapon may be used as an improvised weapon. Some objects are obviously excluded: items like shortbows, flowers, and hats are too flimsy to do any damage. 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."
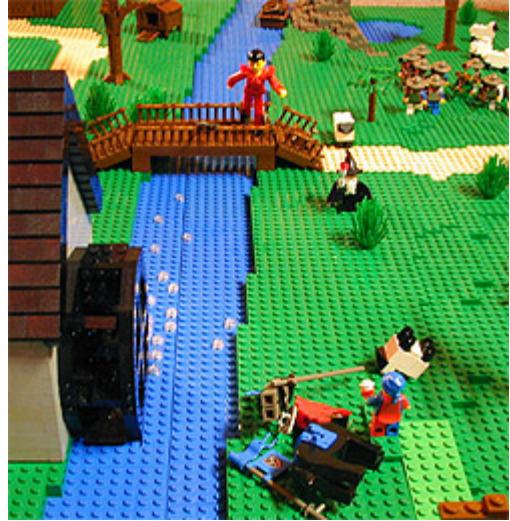
Unable to reach the enemy wizard in time to interrupt a deadly spell, Eric Joslin's giant starts hurling the projectiles closest at hand: a flock of sheep.

Photo: Eric Joslin
"NELUG Gets Medieval," Nov. 2000
Winners: sheep

"It is important when you haven't got any ammunition to have a butt on your rifle."

- Winston Churchill

Chapter Four: The Player Turn

"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

Movement   Action   Response

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.

The BrikThulhian Troika can be thought to represent the cycle of Movement, Action, and Enemy Response. But on the other hand it can really be thought to represent just about anything.

Mike Rayhawk, 2005

4.1: Movement

"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 move through obstacles, or leap higher than 1" (three bricks) in a single jump. For difficult types of movement requiring both arms (e.g., swimming, crawling, or climbing a rope or cliff), the Move cost is doubled (every inch traveled costs two inches of Move), and the minifig cannot make attacks while his arms are occupied.

If the minifig moves within striking distance of an enemy's hand weapon, it's assumed that the enemy unit 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, the minifig may continue moving normally, assuming he survives the attack.

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 living unit) can **Sprint**, giving itself 1d6 extra inches of Move for the turn, but only in a straight line. Sprinting may be combined with a Charge attack as a single Action (5.4: Charge!); otherwise, Sprinting uses the unit's Action for the turn, and it can make no other attacks.

Unarmed, naked, and surrounded by sausage-wielding Dungans, this minifig's best option is to Sprint like hell and never look back.

"Ghoirboy," 2002
Photo: Shaun Sullivan
Winner: Suzanne Rich

Quick Actions

Although a minifig is limited to one major Action for the turn, there are many lesser actions he can perform that are too minor to count against this limit. Actions that require no particular attention, aiming, or dice rolls count as **Quick Actions**, and are taken as a part of regular Movement. Very simple acts, like picking up or dropping regular equipment objects, holding a

conversation, or sneezing, incur no penalty. More involved actions, such as picking up a heavy object (up to the size of a 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.

Common Quick Actions	Cost
Talking	(no cost)
Opening or closing a door	-1"
Picking up or dropping equipment items	(no cost)
Picking up a heavy item	-1"
Dropping to a seated, kneeling, or prone position	(no cost)
Standing up from a seated or kneeling position	-1"
Standing up from a prone position	-2"

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, he 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 must spend it wisely.

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.

Use Ratings

Actions are rarely automatic successes, since minifigs are clumsy and easily distracted. Actions are given a **Use** rating describing their relative difficulty. The minifig attempting the Action must make a **Skill Roll** to see if his attempt succeeds. If his Skill Roll is equal to or higher than the Use rating, the Action succeeds. If it is lower, the Action fails, and the minifig suffers whatever consequences would logically result.

Minifigs make attacks using the Use rating of their equipped weapon (Chapter 3: Minifig Weapons). Besides attacks, there are all kinds of unusual tasks that minifigs might attempt, from the trivial to the impossible. Most will have a default Use rating of 3; players may agree on a higher or lower difficulty as seems appropriate.

> ### Construction Actions
>
> Minifigs are no fans of the kinds of Actions that fail to result in violence, but they'll generally take a tolerant attitude towards the occasional need to put stuff together. Otherwise, the reasoning goes, they'd eventually run out of stuff to blow up, and stuff to blow it up with.
>
> Connecting bricks together requires no Skill Roll, but can be a very slow process. A minifig carrying a construction element must spend his full Action to attach it to anything, unless he has some Specialty or Feat that he can use to increase his construction speed.
>
> Makeshift constructed objects have an Armor rating of 1d6 by default, unless there's a reason to claim otherwise for a particular instance.

Use:	Difficulty	Attack Example	Other Examples
-	trivial (no roll required)	kicking a minifig corpse	putting pants on; locking a door
2	easy; almost always succeeds	whacking someone with a club	jumping off a ledge to grab a rope; hacking a Diebold election machine
3	normal; might take more than one try	slashing someone with a sword	kicking open a regular locked door; mixing complex drinks
4	tricky; even odds of success	chopping someone with a battle axe	rock-climbing a vertical cliff face; reassembling an unfamiliar rifle
5	difficult	hacking someone with a halberd	disarming a bomb; winning at Vegas
6	very difficult	bashing someone with a battering ram	walking a tightrope; performing minor surgery
8	heroic	striking a minifig with the energy sword of a giant mech	Olympic-level gymnastics; hacking into a military satellite
10	legendary	precision-mashing a minifig with a boulder fired from a catapult	catching a crossbow bolt in flight; dodging concentrated machine-gun fire
12	godlike	bullseyeing a minifig with a laser blast from an orbital satellite	injuring a Human; performing a judo throw on a T-rex

Extended Actions

> "Victory belongs to the most persevering."
>
> - Napoleon Bonaparte

The opposite of Quick Actions, 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 wargame rulebook. Extended Actions use up the 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."

Large Actions

> "Great acts are made up of small deeds."
>
> - Lao Tzu

Dice-worshipping Dodekube cultists believe that logic is an illusion and that all of reality is nothing more than the cosmic dice rolls of disinterested Human gods. Their belief arises from the fact that even the most sober minifigs have sometimes been able to "see the dice."

Most actions involve objects designed to be handled or operated by a single minifig - swords, doors, machine gun turrets, or toilets, for example. Other objects may be put to unconventional uses by a minifig if the objects are small enough - generally, equipment items or anything one inch or smaller in Size (7.1: Structure: Size). Lifting a larger object (automobiles, portcullises, boulders) or operating a device not designed for single-minifig use (naval vessels, battering rams, giant-sized doors) is a **Large Action** and either requires multiple minifigs working together, or, in some cases, one minifig working over the course of multiple turns. As a rule of thumb, the number of minifigs required (or turns required for a single minifig) to perform a Large Action is equal to the Size in inches of the object being used. Players may argue that a specific Large Action requires more or fewer minifigs than simple Size would dictate, depending on the situation. Be prepared to make a quick What I Say Goes roll.

Larger units (Chapter 7: Special Creations) are worth their own Size in minifigs for Large Actions, if the Large Action is a matter of strength. A triceratops would be equivalent to several minifigs when knocking over a siege tower, hauling lumber, or righting an upended tractor, for instance, but would not particularly handy for the Large Action of manning battleship stations or playing symphonies.

4.3: Enemy Response

> "Opportunities multiply as they are seized."
>
> - Sun Tzu

If you don't use a unit's Action on your own turn, you can save it to use in response to opponents' actions - shooting at scouts as they pop out from behind cover, whacking soldiers that wander into range of your melee weapon, or pressing the self-destruct button when all the invitees have boarded the cruise liner for your birthday party. Of course, your enemies are free to use their saved Actions during your turn as well, so tread carefully! To make a **Response Action**, a unit must not have used its Action on its previous turn. Similar to the Angry Inch of a Close Combat attack (5.2: Close Combat), Responding units may move up to one inch in order to press, grab, or otherwise touch a critical object (pulling a lever or slamming a door, for instance), or in the usual manner as part of a Close Combat attack. Otherwise, the unit must already be in position to act.

Cone of Vision

A Responding unit must be aware of the specific enemy 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 will resolve 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.

If a unit is taking an Action in Response to enemy Movement, such as firing at the first person to walk past an open window or diving out of the way of a rolling boulder, then his Response is automatically fast enough; take the Action as normal. If his Action is in Response to an enemy Action, even if one or both of those Actions are Quick Actions, then a contest of Skill determines who acts fastest.

The enemy unit makes his Skill Roll and subtracts the Use rating for the Action he is attempting (if it has one); the Responding unit rolls his own Skill and subtracts the Use rating (if any) of his Response. The unit with the higher total acts first, even if their total was less than zero (meaning their Action was a failure). In the case of a tie, assume that both Actions occurred simultaneously if possible; otherwise, the player whose turn it is acts first.

The results of this roll have clearly gone better for Shaun than for Wayne.

Photo: Alfred Speredelozzi

Example: 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. 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. After subtracting their Use ratings, Wayne's total of -1 is higher than Shaun's total of -2; 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 can dive to any spot within 1d6" 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 recovers and may once again behave as normal. Remember that standing up from a prone position costs 2" of Move.

When a rooftop ninja tosses grenades into his turret hatch, this tank commander decides that discretion is the better part of valor, and Bailing the hell Out is the better part of not getting his butt obliterated.

Photo: Eric Kingsley
NELUG's "April Fools War" April 2000

There is no Use rating for Bailing, 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 enough, 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.

Chapter Five: Combat

> "...in modern war, there is nothing sweet nor fitting in your dying. You will die like a dog for no good reason."
>
> - Ernest Hemingway

> "One of the few good things about modern times: If you die horribly on television, you will not have died in vain. You will have entertained us."
>
> - Kurt Vonnegut

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. A minifig unable to make attacks for an extended period of time will become despondent and irrational. His mental imbalance may become so severe that the minifig becomes psychotically pacifistic. Such unfortunate miscreants may find limited use as slave labor, but are 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 in use, 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 hits 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, so all players should try to maneuver their 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.

- In the case of thrown objects, the Range is determined by a die roll made after the attack is declared; the minifig may find that his thrown weapon falls far short of the target. This is very embarrassing.

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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 (1d6 for regular minifigs) versus the Use rating of the weapon - this is called the **Attack Roll**. If 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. 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.

> ### Automatic Hits
>
> Combat involves a lot of die rolls, and you should find excuses to skip them wherever possible. One common example is the Automatic Hit: a unit attacking an inanimate object automatically hits it, if he's close enough to touch the object with the business end of his weapon, and no one else is attacking him in the meantime.
>
> Keep in mind that "inanimate" is a relative term - a Minifig sitting in the passenger seat would be able to take Automatic Hits on his speeding BattleJeep's interior, but not on the stationary mailboxes zipping by outside his window.

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, a pragmatic general will maneuver just as hard to prevent advantages for his enemies.

There are a number of conditions, called **Attack Modifiers** (or "**Mods**") that players can manipulate to improve or handicap a unit's chances of success. Positive modifiers, called **Attack Bonuses**, add to the Skill of a unit making an Attack Roll, to the Range of his weapon, or to the Damage dealt on a successful attack. **Attack Penalties**, by contrast, subtract from an attacking unit's Skill. Attack Mods can sometimes raise or lower an attacker's effective Skill by a large amount, but remember that the possibilities of Critical Successes and Failures mean that the results of a roll are never guaranteed (1.4: Rolling Dice).

Target Size

Target Size	Skill Mod
Large target area	+1 per 2"
Full minifig or 2x4 area	*(no modifier)*
2/3 minifig or 2x2 area	-1
1/3 minifig or 1x1 area	-2

A weapon's standard Use Rating applies when it's used to attack a minifig or similarly-sized target. An 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 veiwpoint 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 checking for cover modifiers, or if you're a ninja practicing swordplay, remember that a minifig is divided into three main parts.

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 section is visible, the minifig is targeted at -2. If he 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.

Motion

Motion	Skill Mod
Target is stationary	+1
Attacker is stationary, Aiming	+1
Slow movement, speed 5" or less	*(no modifier)*
Fast movement, speed 6" or more	-1 per 6"

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.

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 morning 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

Attack Type	Effect
Ranged Attacks	Combined Damage
Close Combat Attacks (max of 3 on a minifig)	Combined Damage Countering Skill -1 per attacker
Charge Attacks	Combined Momentum

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 the utter humiliation of weaker targets.

Even Space Ninjas lack the skill to coordinate this many swords at once. The Space Pirate is momentarily safe as his overeager foes become entangled in one anothers' blades.

Elements shown: LEGO, Red Bean Studios, Mega Bloks

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.

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. Besides the fact that the target's Counters will be quickly used up against multiple attackers, he also receives a cumulative -1 penalty to Countering Skill for each attacker after the first. 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 Counter - quite a dilemma!

In a combined Charge Attack (5.4: Charge!), the attackers combine their Momentum together and do Damage and Knockback accordingly. 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 if any of the Ranged or Charging attackers blow their Attack Rolls.

Other Modifiers

Condition	Modifier
Height advantage	+1" Range per +1" altitude
Firing blind	-5 to Skill

The remaining Attack Modifiers are two that 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 for every 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.

Although this assassin can't actually see his target, the shadow on the rice-paper wall gives him a pretty good idea of where to strike.

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 may have made enough noise to have given away his location (his cell phone went off).

5.2: Close Combat

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 weapon more than once in the turn, and whenever one side or the other dies, stop.
1. Declare Attacks
The attacking player declares his Attacks (or a Shove or Withdrawal, if necessary), and the defending player declares his Counters, each according to their weapons in hand.
2. First Attack
The attacker makes his Attack or Shove, and the defender Parries if he intends to do so. If the defender dies, stop.
3. First Counter
The defender may make his Counterattack or Riposte. If the attacker dies, stop. If the attacker is Withdrawing rather than Attacking, the Withdrawal occurs after this step.
4. Rinse and Repeat
If the attacker has another weapon left to use, repeat step two. If the defender has a weapon left with which to Counter that new attack, repeat step three afterwards.
5. All done
When the attacker has no more attacks to make, combat is finished for the turn. When the defender's next turn rolls around, the fighters will still be locked in Close Combat. The defender will be the new attacker; start over with step one.

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 particularly responsive to such aggression; they take whatever damage is applied and, assuming they survive, stoically continue on with whatever they were doing.

More active 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 when one

minifig purposefully runs up to whack another with whatever he's holding in his hands. It can also occur when a minifig carelessly wanders within range of an enemy's melee weapon, and the enemy makes a preemptive attack.

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 Attack or Counter (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 Attacks or Counters against an enemy unit in Close Combat. (Close Combat with friendly or neutral units, or against inanimate targets such as a buildings or corpses, does not make a minifig Angry enough to use an Angry Inch.) A minifig cannot try to use an Angry Inch to move to a location from which he would be unable to complete his Attack or Counter.

Close Combat Manövers

While in Close Combat, the two minifigs are locked into an intense struggle, each attacking and countering every turn with as many weapons as they have available, until one of them is defeated or makes a cowardly retreat. A minifig in Close Combat may take only one of three options on his turn - he can **Attack** his opponent with whatever melee weapons he's holding, he can attempt to **Shove** the opponent away, or he can try to **Withdraw**. (If the minifig refuses any of these options and decides to stand around doing nothing, treat it as Withdrawing at very low speed - i.e., his opponent still gets a Counter against him.)

● Attacking

If the 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 in most cases a regular minifig is 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.

● Shoving

Building an Angry Inch
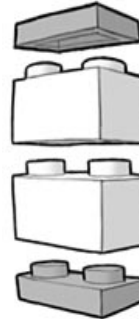
An Angry Inch is easy to contruct - two bricks and two plates stacked together make a very accurate inch. A nicely-decorated sticker on the side makes it even classier.

This warrior lunges forward one Angry Inch to attack an enemy just out of reach.

When the enemy gets too close, she jumps back one Angry Inch to give herself room to swing her blade.

Elements shown: LEGO, Little Armory, Mega Bloks, custom mold

If the minifig has no CC weapon to Attack with, if he has a Two-Handed Weapon and his opponent is too close to swing it, 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. After taking his Angry Inch, the Shoving minifig rolls against the highest Use rating of whatever weapons his is holding, or with a Use of 2 if he is using his bare hands. If the Shove succeeds (and isn't Parried - see the Countering section, below), the opponent is pushed two inches directly away from the minifig.

> A minifig with a Shield can use it to Shove an opponent as one of its regular Attacks. Otherwise, minifigs cannot Shove and Attack in the same round of combat. A Shield that's been used to make a Shove cannot also be used to Parry a Counterattack in that round. A minifig carrying multiple Shields can only use one of them for Shoving.

● Withdrawing

A cowardly minifig wishing to escape Close Combat can attempt to **Withdraw**, moving away any distance up to his full Move. He may not use an Angry Inch for this maneuver.

His opponent has the chance to make a free Counterattack with one weapon at any point along the Withdrawing minifig's path, which the Withdrawing minifig may not attempt to Counter. If the opponent can't put himself in range to strike the Withdrawing minifig, the free Counterattack is lost.

If the Withdrawing minifig manages to survive or avoid the free attack, he has successfully Withdrawn and may carry out the remainder of his turn as usual. Keep in mind that Withdrawing used up his Action, so he can't go on to attack anyone else during the turn.

Countering

Regardless of which Close Combat option the active minifig chooses, if the opposing minifig has a CC weapon, he can try to **Counter** it. On each player's turn, a minifig may Counter once for each CC weapon he is holding. (Unarmed minifigs are limited to Parrying one unarmed Shove, at best.)

If the active minifig is engaged in Close Combat with multiple opponents at once, then whichever one he attacks may Counter againt him, or all of them can take a free Counterattack if he attempts to Withdraw.

A Countering minifig can use his CC weapon in one of two ways: he can **Counterattack**, returning a strike with his own weapon, or he can **Parry**, attempting to deflect some of the damage from the incoming blow. If he is holding two melee weapons, he do both at once: a **Parry and Riposte** uses up the Counters of both weapons in a single move.

Defending minifigs are always assumed to be Counterattacking if they have a CC Weapon, or Parrying if they have a Shield, unless they state otherwise. To be fair, if a minifig intends to Parry or to Parry and Riposte, the defending player should say so before the attacking player 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, an attacking minifig may be momentarily vulnerable. Countering minifigs can try to take advantage of this, pressing with an immediate Counterattack of their own. The Counterattack is handled exactly the same way as a regular Attack, with an Angry Inch, Skill Roll, and Damage Roll.

A minifig Counterattacking with a Shield can use it to Shove the attacker, although Shields are usually better used for Parrying.

The attacking minifig may only try to Parry a Counterattack if he has a Shield. Otherwise, a Counterattack cannot itself be Countered.

● Parrying

A minifig that cannot make an effective Counterattack, or that experiences a cowardly fear of getting killed, can attempt to deflect an incoming attack with his own weapon or shield instead. In order to succeed, his Skill Roll must equal or exceed both his own weapon's Use rating, and the attacker's Attack Roll (including Attack Modifiers).
If the Parry fails, then the attack is not deflected. Worse, if the Countering minifig was trying to Parry a Two-Handed Weapon with a Hand Weapon, or if his Skill Roll was a Critical Failure, then the Parrying weapon is knocked out of his hands, 1d6 inches directly away from the attacker.
If the Parry succeeds, the Countering minifig rolls the Damage of the weapon he was using to Parry, and subtracts

this amount from the Damage dealt by the attacker.

If a Shove attack is successfully Parried, then the Shove has no effect - the minifig succeeds in holding its ground.

🔵 Parry and Riposte

A minifig with two melee weapons may Counter with both of them at once, using one to Parry and the other (assuming he survives after the Parry) to Counterattack. The minifig may use only one Angry Inch for this move, and the Counters of both weapons are used up for the turn. Because of the difficulty of using two weapons simultaneously, all of the Countering minifig's Skill and Damage rolls 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:4 Dmg:1d6+2). Dan's knife is a Hand Weapon (Use:2 Dmg:1d6), and his frying pan is a Random Object (Use:3 Dmg:1d6-2).

Elements shown: LEGO

Yoko's turn:
Yoko attacks with the sword, initiating Close Combat. The sword is much longer than Dan's knife, but Dan's Angry Inch puts her just barely in range for his return strike. Dan declares a Parry and Riposte. Yoko rolls her Skill against the sword's Use of 4; she hits with a roll of 4. She rolls a 3 on the Damage die, for 5 Damage total (Dmg:1d6+2) - enough to kill Dan outright, if his Parry fails.

Yoko's turn: Yoko attacks, Dan parries and ripostes

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 (roll of 5 minus 1), precisely matching Yoko's roll; his Parry connects. With the frying pan's Damage of 1d6-2, minus an additional 1 for the Parry and Riposte, his next die roll of 4 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 just enough for a successful knife attack, but the -1 Skill penalty from the Parry and Riposte causes the attack to miss.

Dan's turn: Dan attacks, Yoko counterattacks

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 forego rolling any Bonus Dice since the roll has already succeeded. For Damage she rolls a 6 (roll of 4 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.

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 option 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 engaged in Close Combat, either before or afterwards.

Most Ranged Attacks are fairly straightforward. 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. On the other hand, 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. The defending player may pick any spot within that range that he wishes. That's where the shot goes, 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.

The only restriction to the defender's choice of accidental 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 the allies 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 hurls his viking axe at her back.

A thrown Hand Weapon has Use:2, Range:1d6", and Damage:1d6. The viking begins by rolling 5" for Range; far enough to hit the ninja with inches to spare. Next he rolls his Skill. With the axe's easy Use rating, the viking only needs a 2 or higher to hit. Sadly, he rolls a 1.

Elements shown: LEGO, Mega Bloks, Little Armory

Because he missed the roll by 1, the gleeful ninja may now pick any target within one inch for the axe to strike instead of herself. The pirate is the obvious choice - as an ally of the viking, he's a legal accidental target, and he's within the throw's 5" range. The axe hits the pirate, and the viking rolls 1d6 for Damage - 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 ninja

blog.

5.4: Charge!

The third way for units to make attacks is to run flat-out and smash into their target, either with a ramming weapon or with their own bodies. Knightly jousting, football tackles, and car crashes are all examples of **Charge** attacks. A Charge is the only attack that can be combined with a **Sprint** into a single Action, allowing units to cover ground and inflict damage in a hurry (4.1: Movement: Sprinting).

Setting up a Charge requires careful maneuvering, as the attacker will need room to accelerate to full speed. If he can build up the necessary Momentum, his attack will do a great deal more damage and has the potential to Knock Back his opponents and send them flying. The extra power is a double-edged sword, however, as the Charging unit stands to take just as much damage from the collision as his target.

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.

Elements shown: LEGO, string

> When a minifig makes an attack on a unit Charging directly at him, he can ignore the usual Attack Penalty for a Fast-Moving Target (5.1: Making Attacks). This is for two reasons. First, because the target stays in the same direction relative to the minifig and can't swerve away, and second, because otherwise jousting would be next to impossible.

Momentum

MOM:1 per 2" of Collision Speed, limited by attacker's Size
POP:1 per 2" of Collision Speed, limited by defender's Size
The strength of a collision is determined by the **Momentum** of the objects involved. All Charging objects have a Momentum rating, or **MOM**. Targets struck by a Charge have a corresponding **Physical Opposition** rating, or **POP**.

> When comparing the power of their colliding units, it's traditional for players to pause and take a moment to comment on the fatness of each other's *MOM*s, and to discuss whose *MOM* or *POP* would really win in a fight.

Momentum depends on two factors: the speed of the collision, and the size of the objects involved.

Collision Speed

Momentum is built up by the speed of the Charge, based on how many inches the Charging unit travels leading up to the impact. The Charge must be in a continuous straight line; curving paths and other fancy maneuvers break the Momentum and require the unit to start over from scratch. For every two straight-line inches in the **Collision Speed**, one point of potential Momentum is generated.

Two Knights make opposing Charges simultaneously in a Head-On Collision. Only the most villainous of jousters would aim to lance his opponent's horse instead of the rider!

Elements shown: LEGO, Little Armory

In order to build up speed, an attacker can extend its Charge over a series of multiple turns, but it must be moving as fast as it can on each of those turns, and Sprinting if it has that capability. **Extended Charges** are best used against inanimate targets like walls and security gates, as more mobile targets can casually walk off of the line of a Charge between turns and sidestep it entirely.

The defending target can add to the speed of a Collision, deliberately or not, if it's moving in a straight line directly towards the attacker. In the case of a perfect **Head-On Collision**, the target's movement on its most recent turn is

added to the collision speed. If the direction of movement is not perfectly Head-On, even if the difference in angle is very slight, then the speeds are not combined. Players should specifically state when they're lining up for a Head-On Collision, to avoid confusion. A target can similarly decrease the collision speed by running directly away from the charge, but in most cases it's easier to simply jump to one side and avoid it.

In the case of an **Unintentional Collision**, such as for out-of-control vehicles, minifigs running into invisible walls, or objects falling from great heights, it's up to the players to determine the Collision Speed by estimating how much straight-line distance the objects traveled. Only the turn immediately prior to the impact need be considered; objects don't unintentionally make Extended Charges. However, players can be generous in overlooking slight curves in the path of an Unintentional Collision, since Unintentional Damage is much funnier than the regular kind. As a rule, all of a falling object's travel is counted as being in a straight line; players are expected to forget they know anything about parabolas for the purpose of maximizing Collision Damage from falls.

Size

Colliding objects can be moving very quickly indeed, but in order to take advantage of the potential Momentum in the Collision Speed, the units making the Charge attack must have the **Size** to back it up. Minifigs have a Size rating of 1, and mounted horsemen have a Size of 2. Other colliding objects can be measured as necessary; any object's Size is determined by the largest dimension of its main body in inches (7.1: Structure: Size).

Objects can gain one point of **MOM** or **POP** for every two inches in the Collision Speed. Regardless of how much Collision Speed is involved, a colliding object's actual Momentum or Physical Opposition rating is limited to its Size. A Size 1 minifig, for instance, can only ever generate a **MOM** of 1, so Charging further than two inches would grant him no benefit and might even allow extra points of **POP** for a larger target to use against him.

Bracing for Impact

In most cases, targets will **Brace for Impact** against a Charge. Bracing for Impact is automatic for targets rooted in the ground like buildings and trees. Mobile targets must be able to face towards the Charge and use a Response Action to Brace themselves (4.3: Enemy Response), unless they are already in the process of Charging at the attacker themselves, in which case Bracing is automatic.

Braced targets defend with their full Physical Opposition. If a target is unable or unwilling to Brace itself, its Physical Opposition is limited to one half of its Size rather than the full amount.

Collision 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 (MOM:2).

The Giant has a Size rating of 4, twice the amount needed to take full advantage of the 4" Collision Speed, so he doesn't even bother to Brace against the puny attack. Instead, he uses his Response Action to punt the pesky biker far into the distance after the lance glances harmlessly off his Giant armored shin plate.

Elements shown: LEGO

Collision Damage

MOMd6 or POPd6, plus weapon Damage
Objects in a collision do 1d6 points of **Collision Damage** to each other for every point in their Momentum (**MOMd6**) or Physical Opposition (**POPd6**). No Skill Roll is required when a unit attempts to ram a target with its own body; the attack automatically hits as long as the target doesn't Bail or otherwise dodge out of the path of the Charge (4.3: Enemy Response).

Crushing Bonus

+(Size) bonus to Collision Damage

A Colliding object can do a couple of extra points of Damage by crushing its target against another object. The target might be **Smashed** into a hard surface that it's standing against or can be thrown into with KnockBack (e.g., a minifig Smashed into the ground by a falling piano, or into a brick wall by a runaway garbage truck). The target might also be **Trampled** underfoot, if it's knocked down into the path of the Charge so that the attacker can run right over the top of it unimpeded (e.g., the same unlucky minifig knocked down and run over by stampeding cattle). In either case, the attacker deals one extra point of **Crushing Bonus Damage** for each point in its own Size, cumulative with whatever Collision Damage has already been dealt.

In order to deliver the Crushing Bonus, the Colliding object must actually be able to smash the target itself - a speeding car may deal enough KnockBack to send pedestrians flying into a wall, but it only receives the Crushing Bonus if it has enough Move left for the turn to reach their final positions and smash them against the wall itself.

A target may only be Crushed against the ground, or against an object that is larger than itself and firmly rooted in the ground.
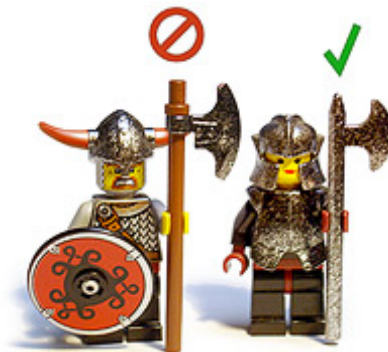
Charging Weapons

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

Not all weapons are appropriate for a Charge. A **Charging Weapon** must be Heavy or larger 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.

Poor Olaf's axe isn't pointy enough to Charge with like Betty's. But players might let him Charge with his horns if they're feeling flexible.

Elements shown: LEGO

A minifig with a Shield can use it to Parry againt Collision Damage (5.2: Close Combat), regardless of whether he's the attacker or the target. Mounted minifigs have the ability to **Joust**, Charging with a Shield in one hand and a lance in the other, ignoring the lance's regular Two-Handed limitation.

Using a Charging Weapon has two advantages over simple bodily impact. The first is that the weapon's Damage is added on top of the regular Collision Damage (Damage + **MOM**d6 or Damage + **POP**d6). The second is that, if the Charging Weapon is long enough to strike while the enemy is still at least one inch away from dealing a return blow, then it gives the unit a chance to deliver a killing blow or to Knock the target Back early enough to avoid receiving Collision Damage in return.

The disadvantage is that unlike a simple ramming attack, weapon attacks can miss. A colliding unit rolls its Skill against the weapon's Use rating as normal. If a Charging unit's weapon attack misses, it may elect to follow through with its body and collide in the usual fashion, or run past the missed target and continue onwards to the limit of its movement, if avoiding a crash seems possible.

Charging Weapons Example: The Joust

Example: The turtle horseman Sir Leo is engaged in a joust with the mysterious Black Dragon Knight. In order to gain first strike advantage, and possibly to compensate for his less-impressive steed, Sir Leo has built a ridiculously long lance for himself.

It would be almost impossible to maneuver well enough to effectively employ such a lance on the battlefield, but in the linear environment of the jousting lists it seems a little less impractical. Nonetheless, the players

Elements shown: Mega Bloks, LEGO, Little Armory

house-rule that the lance has a Skill penalty for ridiculousness, bringing its Use rating to 6 rather than the usual 5.

Both the horse and the dragon Sprint directly at one another. They meet in a Head-On Collision with a combined Collision Speed of 27", more than enough for Sir Leo's maximum MOM of 2 and the Dragon Knight's POP of 3.

Sir Leo strikes first, but misses

Because Sir Leo's lance is so much longer, he's able to strike first. (If Leo was targeting the Black Knight, but the Knight was cheating by targeting Leo's horse, then both attacks would actually strike at the same time. Fortunately the Black Knight holds himself above such dishonorable tactics.) To strike with the lance, Sir Leo rolls his Skill of 1d6 against the Lance's Use rating of 6; he rolls a 2 and misses badly.

With his shorter spear, the Dragon Knight strikes second, rolling against Use:5. He rolls a 5, hitting Sir Leo squarely. His attack does Collision Damage of 3d6 (based on his POP of 3) plus the lance's Damage of 2d6, for a whopping 5d6 total. The Knight rolls a 16 for Damage.

The Black Knight hits,
but Sir Leo Parries the blow

Sir Leo's in dire straits - his Armor is only 4, plus 1d6 from Heavy Armor. He rolls a Critical Success for the Armor, but only a 3 on the Bonus Die - the total is 13 (4+6+3), not enough to save him. Fortunately he's also carrying a Shield, which he can use to try and Parry 1d6 worth of Damage. He rolls a 5 on his Skill Roll for the Parry, which matches the Knight's earlier Attack Roll - the Parry is successful. He rolls a 4 for the amount of Damage Parried, reducing the Damage to 12 - he survives!

Next, the two opponents roll for KnockBack. Because the Dragon Knight was specific in striking Sir Leo and not the horse, Sir Leo defends against knockback with his own Size of 1 to see if he's unseated. The Dragon and Knight, on the other hand, were not struck, and will defend with their full Size of 3 if they lose the roll.

Sir Leo is unseated,
and his horse runs away

Sir Leo's MOM:2 means he rolls 2d6; he gets a 7. The Knight's POP:3 means he rolls 3d6; he rolls 11, winning the contest by 4. This is more than Sir Leo's Size, so he is unseated and Knocked Back three inches (4 minus his Size of 1). His horse continues running, riderless, to the limit of its Move.

Sir Leo is now lying on the ground on his back, directly in the dragon's path. If the Black Knight (Size:3) were able to trample Sir Leo, he'd do 3 points of Bonus Damage, raising the Collision Damage to 15 and overcoming Sir Leo's 13 Armor. However, since the Collision occurred on Sir Leo's turn, the Black Knight is out of luck - he won't get to move until his own turn rolls around, and the Damage doesn't carry over between turns. Although defeated, Sir Leo lives to joust another day!

KnockBack

KnockBack Inches = (MOMd6 of winner) - (MOMd6 of loser) - (Size of loser)

Unless the two sides miss each other completely, the force of a Charge has the chance to send units on one side or the other flying. In many cases this is more entertaining than whatever Damage resulted from the initial collision: the effects of **KnockBack** can allow Charging units to disrupt formations, capsize ships, and knock enemies off bridges and into chasms.

Landscape features and nailed-down objects like buildings and trees are exempt from KnockBack unless they are broken from their mountings by the initial Damage of the impact. Exempted objects may still participate in KnockBack checks to see if their attackers bounce off of them; they just don't have to worry about suffering any ill effects if they lose.

To determine the effects of KnockBack, each colliding object rolls a number of dice equal to its Momentum (**MOM**d6) or Physical Opposition (**POP**d6), and the results are compared. If both sides tie, then each is stopped in its tracks, and no KnockBack occurs. If one side loses the roll by more than its own Size, then it's Knocked Back a number of inches equal to the difference between the two rolls minus its Size.

KnockBack Example: Crocodile Surprise

Example: A Frog Peasant is spending a peaceful swamp afternoon foraging for escargot. Little does he expect that a marauding Crocodile Knight is about to burst from the water in a Charging ambush!

Because of the difficult swamp terrain, the Crocodile Knight is only able to line up three inches of straight-line Movement for his Charge. This gives a Collision Speed of 3", for one point of potential Momentum. This is less than the Crocodile Knight's Size of 2, so he gets the full Momentum Rating of MOM:1.

With two inches of Knockback to play with, there are any number of trajectories on which this Crocodile Knight can send the Frog Peasant.

Elements shown: LEGO

Facing in the wrong direction, the Frog Peasant doesn't see the attack coming, and so he has no chance to Bail, Brace for Impact, or even make the reflexive Surrender for which the Frog people are famous. Because he hasn't Braced, his Physical Opposition is limited to one half of his Size of 1, which rounds down to zero.

Although the Crocodile Knight successfully makes his Attack Roll with the Halberd (Use:5), his dice come up all ones for the Damage Roll (Weapon: 2d6 plus Momentum: 1d6) and the Frog Peasant manages to miraculously survive the initial Damage. With POP:zero, the Peasant does no Collision Damage in return.

KnockBack is almost a foregone conclusion. The Knight rolls his MOM die (1d6) against the Peasant's POP (zero). His roll of three, minus the Peasant's POP of zero and the Peasant's Size of one, results in two inches of KnockBack with which to toss the Peasant around however he sees fit.

The winning player might decide to be kind and move the Knocked-Back unit away from the impact in a simple horizontal line, but that's pretty unlikely. He'll get a much bigger kick out of tossing his victim up into the air and spinning it around. After identifying the point of impact on the object's surface, the player may take that part of the object and move it in any direction that seems plausible based on the angle of the Charge, either moving the whole object in a straight line or rotating it around an opposite corner or edge. ("Plausible" is a matter of opinion - be prepared to make a What I Say Goes roll.)

If the object gets spun around far enough, it can fall over. This is easy to determine: once the winner has moved the object to its new position, he lets go of it. If it tips back towards its base, then it stays upright; if it tips onto its side then it is **Knocked Over**. A single inch of KnockBack is enough to knock over a lone minifig, or a horse if it's struck from the side. For a Braced Squad of minifigs, or a similarly large construction, it will take a larger amount of KnockBack to tip it off its feet.

Units that are Knocked Over are **Disrupted** until they are able to get themselves back upright on their following turn. Disrupted units are unable to take any action or make any active response to events, including Countering Close Combat attacks or Bracing against additional Charges. For vehicles, it's even worse: Knocked Over boats are capsized and sink at the end of their following turn; flying vehicles tend to crash.

Chapter Six: Minifig Heroes

6.1: The Hero

Hero — COST **11CP**

Skill 1d10
Move 7"
Armor 2d6

SPECIALTIES
Heroic Ego (1 Feat)

Hero — COST **11CP**

Sk: **1d10** Mv: **7"** Ar: **2d6**

A Hero is a Minifig whose ego has grown to such a size that he not only considers himself above the law, but the law starts to believe him. Rules of logic, physics, and mortality seem slightly less mandatory when the Hero enters the fray. A Hero's mini-megalomania is rarely based on actual accomplishments; it is more often the result of an overload of action movies, comic books, and Saturday morning cartoons.

Heroic Ego (+3CP):

The Hero refuses to be limited by logic or natural laws, taking one **Heroic Feat** per turn according to his **Cliché**.

A Hero becomes **Cranky** if forced to share the field with other Heroic units. For every other conscious Heroic unit in his army, the Hero receives cumulative -1 penalties to every die rolled (max -5 per die), and a -1CP discount to Cost at the beginning of the game (up to 50% off).

When taking damage, a Hero may inspire one nearby friendly unit (within 1d6") to **RedShirt**, leaping in the way and taking the damage on the Hero's behalf.

Some minifigs are just better than others; you recognize them as soon as you open the box. Their superiority has nothing to do with talent, training, or genetics; the defining feature that separates the **Heroes** from the regular minifigs is their cool outfits. With shiny armor and flapping capes, there's no confusing a Hero with his inferior minifig comrades. Looking cool makes him 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 11**CP**, they're also a lot more expensive to field.

Specialties

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.

6.2: The Ego

The difference between a merely phenomenally-skilled warrior and a true Hero is a matter of **Ego**. No matter how high a regular minifig's stat numbers may be, all normal warriors recognize the fact that they'll eventually have to die, and that some rules just can't be broken. A Hero admits no such things. Mortality, logic, and the laws of physics are beneath his notice. A Hero is above the concerns of lesser men.

Crankiness

Above all else, Heroes are the rock stars and prima donnas of the battlefield, and they insist on being more important than any other unit. A Hero isn't bothered by the presence of enemy Heroes, because lesser foes are a waste of his abilities. Heroes on an allied but separate team give him someone to compete with, and in any case he expects to get to stab them in their Heroic backs later when his Human's alliances inevitably shift.

Six-sided dice may be good enough for regular minifigs, but Heroes demand a higher standard. Preferably forged from solid gold.

Element shown: d10

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 to be upstaged. If a player fields multiple Heroes, 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 a Heroic Ego, a Hero receives a -1 **Cranky Penalty**, to a maximum 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 a dead or unconscious Hero is revived, the penalty is reinstated.

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

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 head and using them as a meat shield, 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 earned the name by so often surprise-donating large portions of their bodies to use as a red splatter decoration covering a Hero's chest.

Any time a Hero takes damage from an external source (i.e., not from something internal like poison, coronary disease, or from having swallowed a live grenade), he may try to inspire a nearby unit within 1d6" 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 Damage. If successful, the RedShirting unit will leap in to take the damage instead, knocking the Hero out of harm's way if necessary (for instance, if the Hero is about to be hit by a speeding locomotive, he'll need to be somewhere else when

Attacked by an evil clone at a publicity appearance, Blue Space Hero is saved by the intervention of a leaping red-shirted passerby. From photos taken at the scene, it's unclear whether the man's leap was intentional, or if the Hero picked him up and threw him in the way of the attack. Either way, he becomes the posthumous envy of Blue Space Hero fanboys across the galaxy.

Elements shown: LEGO, Mega Bloks

the train rolls in). The inspired RedShirt must be on the Hero's team, it must be capable of leaping (e.g., minifigs, robots, and animals; not tanks or jet fighters, for instance), and it must have a lower **CP** cost than the Hero (not counting equipment).

When a Hero learns that he's about to take damage, he has one chance to inspire a nearby RedShirt to save him. Before the Damage is rolled, the Hero chooses one nearby eligible unit to sacrifice. He rolls 1d6 (plus any Bonus Dice, on a Critical Success). If the unit 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 riduculous, like getting RedShirted out of 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.

If the Hero is in a Squad, he can automatically inspire the other Squad members to RedShirt, without having to make the 1d6" distance roll (Chapter 8: Squads).

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 players' suspension of disbelief.

RedShirting should not be abused to try and accelerate units' movement across the battlefield; this will make the Hero's allies want to kick him in the nuts rather than sacrifice themselves for him. A player trying to force a RedShirting by attacking his own Hero is engaging in the stupidest form of rules lawyering. He should be ejected from the game and all his bricks should be confiscated by the other players. The remaining players may then take turns RedShirting him out of the house and into the street.

6.3: 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

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 almost 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.

Which action personality best fits this hard-hitting space marine Hero? Characters from Futurama are proposed, and a nomination for 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.

Elements shown: LEGO, Mega Bloks, Little Armory

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

For Heroes based on specific characters, picking the Action Cliché is easiest of all: a Robin Hood minifig would get one Robin Hood Feat; a Zeus minifig would get one Zeus Feat, and a Davy Crockett minifig would get one King of the Wild Frontier feat.

Heroic Feats

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-seconds event. Any such stupendous or wildly improbable act, pushing fictional license to its limits for the sake of spectacle, is a **Heroic Feat**.
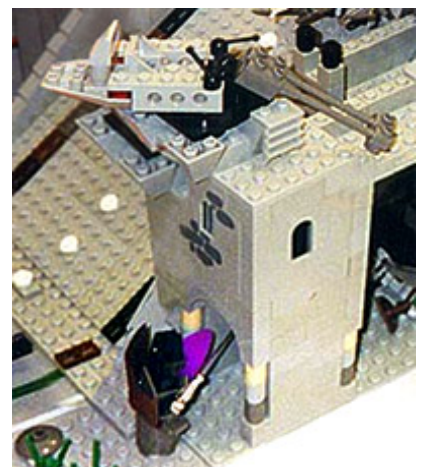
Heroes are limited to the Feats appropriate to their Cliché - a ProWrestler Hero can't try to calculate energy-shield bypass frequencies off the top of his head the way a ScienceOfficer Hero might, but he can try picking up a motorcycle and swinging it like a baseball bat through a group of opponents.

To attempt a Heroic Feat, the player describes the Feat his Hero is about to

The failure of Brendan's Hero to leap to the top of this security tower landed him head-first in a garbage can. After failing three such attempts in a row, the trash bin was ruled to be a permanent part of the Hero's outfit.

Photo: Mike Rayhawk
BricksWest convention, February 2002

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 is equal to or higher than the opponent's roll, the Feat succeeds; otherwise the Hero's efforts end in failure.

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. If he doesn't use the Feat before his next turn, it's lost; Feats can't be "saved up" over time.

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, but 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 be a little 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 have happened to Homer Simpson if he'd attempted such a Feat.

Chapter Seven: Special Creations

Construction bricks can be assembled into an infinite variety of crazy contraptions. Assembly is much safer when on the ground than while the contraption is in flight, but sometimes minifigs don't have a choice in the matter.

Mike Rayhawk, 2006

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.

Rather than attempt to describe and give stats for every possible construction and creature an enterprising player might field, BrikWars provides a quick and simple framework for classifying any **Creation** you might come up with.

Design Overview

Once you've got your model in hand, the first step for any Creation is to define its **Structure** (7.1: Structure). All Creations begin with the same two Structural stats: **Size** and **Structure Level**, which together determine its **Base Cost**.

If the Creation is a simple **Building**, then the Structure stats may be all that are required. Otherwise, the next steps depend on what type of Creation is being made. If the Creation moves as a **Vehicle**, it needs one or more types of **Propulsion** (7.2: Propulsion). If it's equipped with weapons or other devices, these will need to be purchased separately as well (7.3: Weapons). Lastly, if the creation is a living, robotic, or magical **Creature**, then it will need to be given the appropriate level of independence (7.4: Taking Action).

> ### Glossary
>
> **Creation:** any unit or object custom-built by a player. Brick enthusiasts traditionally call their Creations "MOCs," short for My Own Creation. BrikWars games are much improved by high levels of MOCcery.
>
> **Structure:** The central body of a Creation, not including limbs and surface devices.
>
> **Building:** Any Creation that doesn't move.
>
> **Vehicle:** A Creation that is able to move but has no independence or life of its own.
>
> **Creature:** A Creation that is able to act independently, because it is alive or has artificial life.

While it's possible to start with a set of stats and try to build a model to match, you will usually come up with more exciting Creations if you build the model first and then base the stats on the model. If the Creation comes out a little more or less expensive than you budgeted, you can usually just add or remove a couple of minifigs from your army to make up the difference.

7.1: Structure

Structure vs. Surface Elements

The foundation of any Creation is its central **Structure**, upon which the non-Structural Surface Elements (limbs, weapons, devices, etc.) are mounted. As a general rule, any section of the Creation with an 'interior' (whether for cargo, minifigs, machinery, or 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-Structual 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.

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

A Structure has two main attributes: Size and Armor Level, which are used to calculate 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.
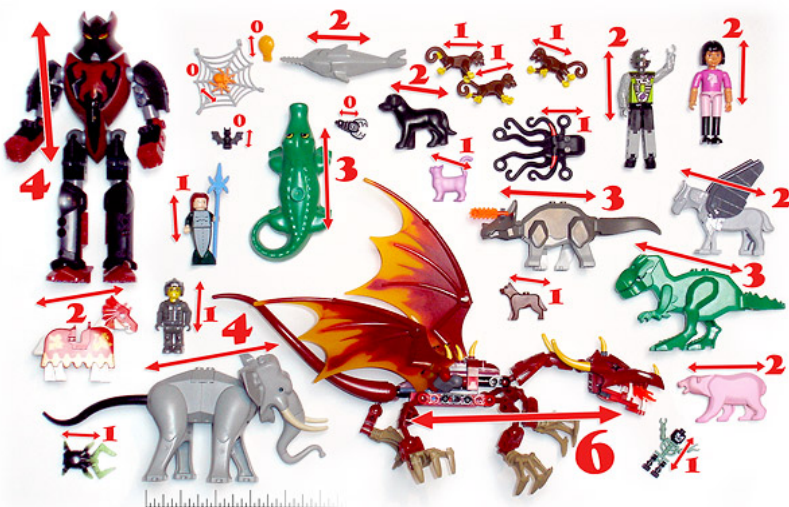
The variety of possible Creatures is limitless, but gauging their relative strength is as simple as measuring the lengths of their spinal column and cranium.

Elements shown: LEGO

Official Toy Company Models

It's fun to jump straight into battle using a company's official models, but their designs sometimes leave a little to be desired. Construction-toy buildings suffer from an unfortunate 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.)

Implied Ladders

Minifigs must use actual ladders and staircases if they exist on the model. If they don't, you'll have to assume that ladders are "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 inside of a battlement wall can climb an Implied Ladder to the parapet; a minifig standing on the outside can not.

Implied Walls

Companies' official models are often built as facades, with one or two physical walls 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. He may not interact with interior units and objects as if he were inside. Because of the potential confusion, it is considered poor form for exterior units to walk around the sides of facades.

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

The more props and clever details you can pack into your structures, the more opportunities players will discover for unplanned mayhem.

Photo: Shaun Sullivan
NELUG's "VersaillesPunk," Dec. 2005
Winners: British delegation

Vermin

Most Structures have a minimum Size of 1, but for very small Creatures (snakes, bats, scoprions, and parrots, for instance) a Size rating of zero is allowed. These tiny Creatures are called **Vermin** and do not recieve an Armor Level like other Creations. By default, Vermin have zero points of Armor and a Base Cost of zero **CP**; additional Armor can be bought at +0.5**CP** per +1 Armor.

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.

SL	Armor Rating	Equivalent Materials	Building example	Vehicle example	Creature example
0	1d6	rope, drywall, plastic, flesh	tent	hang glider	minifig
1	1d10	wood, sheet metal, steel cables, kevlar	outhouse	motorcycle	troll
2	2d10	brick, log walls, wrought iron	brick building	pirate galleon	dragon
3	3d10	concrete, mortared stone, armor plating	castle	armored tank	stone giant
4	4d10	heavy steel, reinforced concrete, titanium	nuclear bunker	space warship	steel golem
5	5d10	adamantite, force fields	Illuminati pyramid	Dungam mobile suit	Olympian god

The Armor Level of Shaun Sullivan's evil Juggerbunny fluctuates according to how fast it can absorb live rabbits. Fortunately those little buggers breed quick.

Photo: Shaun Sullivan
NELUG's "T.E.A.M. Rebirth," June 2005
Winners: not the civilians

This is entirely a judgment call on the part of the player. 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.

Surface Armor

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 (to a minimum Structure Level of zero). Any exposed hinges, turrets, or other moving parts are considered "weak points" and are *two* Structure Levels weaker.

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

Base Cost

When the Size and Structure Level have been determined, multiply them together (for Structure Level zero, multiply Size times 0.5). The result is the Structure's **Base Cost**. A player must pay this many **CP** in order to build the Creation's central Structure.

7.2: Propulsion

Any Creation that moves around requires a **Propulsion** system, even if the method of 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). All that's important is the Creation's type of movement; whether or not it has any means to power that movement is politiely overlooked.

Propulsion Types

Most regular types of Propulsion (**Ground**, **Water**, and **Underwater**) cost 1**CP** per two inches of Move (e.g., it costs 5**CP** to buy 10" of Ground movement). **Flying** is more expensive: every two inches of Move cost 2**CP** plus the creation's Structure Level. For instance, an armored space transport with Structure Level 2 (for 2d10 Armor Rating) would pay 4**CP** for each 2" of Flight movement.

Speed Examples	
2"	spiders, scorpions, hot air balloons, rowboats
5"	minifigs, alligators, monkeys, blimps
8"	tanks, dogs, submarines
10"	horses, bicycles, boats
12"	cars, birds, trains, helicopters
16"	sports cars, planes, motorcycles
	(upper limit for regular propulsion types)
20"	fighter planes, spaceships
24"	rocket jets, starfighters, superheroes
	(upper limit for flight propulsion)

Very advanced or unusual Propulsion types (spider climbing, underground tunneling, teleportation) may be allowed as well, if the players can come to mutual agreement about an appropriate **CP** cost.

Alternate Movement

Creations 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 crawling around on land.

Creations moving in an alternate medium move at half speed. No matter how much Move they have to spend, no Creation can move more than five inches in an alternate medium in any single turn.

Propulsion Damage

For most systems, 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) then the vehicle's Move is immediately reduced to 1". 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. Flight systems are especially fragile - the destruction of one blade of a helicopter or one wing of a dragon is enough to ground them immediately.

Dave Eaton's magnificent Post-Apocalyptic Research Vehicle is the target in a running battle across the nuclear wasteland.

Jonathan Dallas's converted assault schoolbus is loaded with dynamite-strapped kamikaze warriors and a catapult with which to launch them.

The massive propulsion treads prove to be a weak spot - the detonation of one well-placed kamikaze snaps the tread and leaves it to trail out behind the PARV until the vehicle grinds to a halt.

Photos: Wayne McCaul
NELUG's "The Post-Apocalyptic Research Vehicle," Sept. 2005
Winners: Omics (PARV)

7.3: Weapons

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 players know the truth. The only reason to build the really large creations is because you need a place to put the really big guns.

Weapon Size

As with Structures and everything else of real importance, Weapons are classified according to their Size in inches. At **Weapon Size** 1 (one inch or less), 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 single statistic is multiplied by Size, up to the maximum Weapon Size of five inches.

Because Weapon Size increases the Use rating just as fast as the Damage rating, the highest-damage weapons are most effective against the largest targets - minifig troops are just too hard to hit with such a high Use rating. Contrarily, high-accuracy small arms are best put to use against minifig targets, since their Damage rating isn't high enough to pose a real threat to larger Creations.

Weapon	Cost	Use	Range	Damage	Notes
Close Combat Weapons					
Melee Weapon	2x	2x	CC	xd6	-
Jousting Weapon	2x	2x	(Ram)	+xd6*	* - Damage added to impact
Ranged Weapons					
Gun	3x	3x	6x"	xd6	-
Launcher	3x	3x	xd6"	xd6*	* - or payload's Damage rating max payload 1/2 Size
Explosive	1x	3x*	0" *	xd10 exp	* - or determined by Launcher
Rocket	2x	4x	6x"	xd10 exp	-
Protection					
Armor Plate	2x	2x*	CC	+xd6 Armor to area Shove 2x" *	* - if swingable, it may be used to Parry or Shove
Note on Weapon Size: Wherever x appears, multiply the stat by the the Weapon's Size level.					

Size Limits

Size is also important because it determines the limit on the number of Weapons a Creation can have equipped. All Creations are limited to equipping twice as many inches' worth of Weapons as the Creation's own Size rating. Creations flying in the air (rather than in outer space) are limited even further, to their own Size. If a Creation has more Weapons than its **Size Limit**, the Weapons must be 'down-powered' - the physical weapon model may be five inches long, for instance, but only be given stats for Weapon Size 3.

Size Limit Example: Scorpiosaurus Rex

Example: With ratings slipping against sleeker, sexier velociraptor upstarts, Scorpiosaurus Rex is trying to regain popularity with a bionic makeover.
The Scorpiosaurus Rex is a Size 3 Creature. With a four-inch Scorpion Tail and two one-inch Claw Blades, it is at its Size Limit of six inches' worth of Weapons. If its owner wants to install a Size 1 set of Eye Lasers in its head, the Scorpiosaurus will have to either lose one Claw Blade or downgrade its Scorpion Tail to Size 3 stats, in order to stay within the six inch limit.

Element shown: LEGO

Weapon 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 greater. It costs **8CP**, has a Use rating of 8, and does 4d6 Damage.
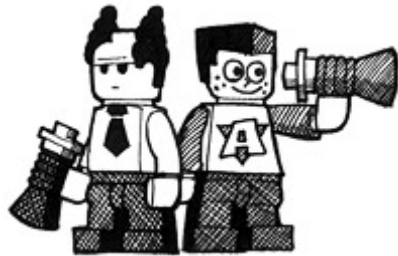
7.4: Taking Action

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 active tasks, such as moving around, carrying loads, or vaporizing civilians, it will need to have either a **Mind** of its own, or intelligent **Operators** at the controls.

Minds

The difference between a Creature and a Vehicle is that a Creature is capable of independent thought and action, whether its brain is composed of meat, circuitry, or magic. If a giant mech requires a minifig to pilot it, then it's a Vehicle; if it can operate independently, it's a Creature.

Giving life to a Creation is cheap and easy. For a **CP** cost (minimum 1**CP**) equal to the Creation's Size, it develops a **Mind**, becoming a full-fledged **Creature** with a Skill of 1d6. Additional Skill boosts of +1 can be purchased for the same price.

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

Some Creatures are more intelligent than others.

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 with an ad hoc edict or special rules (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).

Half Minds

> "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

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. +1 Skill boosts can still be purchased at the full regular price.

🔴 An **Incompetent** Creature is similar to other full-Minded Creatures, but due to a lack of training, skill, or intelligence, it is prevented it from being an effective combatant. An Incompetent Creature's Skill is set at 1d6-2 and cannot be raised any further with Skill boosts.

Examples: Zombies, civilians, zombified civilians, Republicans, corporate middle managers, clone-brand minifigs, ogres, mutants, Democrats

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The Minifig

The minifig is a Size 1 Creature.

Minifigs are Creatures too, and their stats can be calculated the same as any other Creature.

Structure: Ignoring the Surface-element limbs, a minifig's body and head have a Size of 1". A minifig is made of flesh, so his Structure Level is 0, for an Armor of 1d6. (Because minifigs are so common, we simplify the 1d6 rating to 4 to cut down on in-game die-rolling.) The minifig's Base Cost is its Size of 1 times one half for its Structure Level of zero, or 0.5 **CP**.

Propulsion: A minifig has regular ground-based movement, which costs 1**CP** per 2". The minifig's Move of 5" costs 2.5**CP** total, increasing the minifig's total price tag to 3**CP**.

Weapons: The Minifig's weapons are bought separately.

Mind: A minifig has an intelligent Mind, with a cost equal to its Size rating, or 1**CP**. This completes the minifig and brings its final cost to 4**CP**.

If a Creature is clearly Half-Minded but doesn't fit into one of the standard
categories, players can make up rules ad hoc for whatever its bizarre impairments may be.

Elements shown: Sullis, doughnut
Photo Credit: Todd Lehman

🔴 A **Simple** 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 allied troops and fire at enemy combatants" would be fine behaviors; "Defeat all enemies" and "Win the battle" would not. BrikWars animals 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 are often given Simple behaviors as well, for instance "fire at anything in range and moving" or "if the pressure plate is activated, release poison gas."

Examples: Kill-bots, golems, summoned elementals, guard dogs, mind-control victims, AOL users, 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. 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, trainees, housepets, work animals, targeting computers, football players, fetishists, cultists

🔴 **Subjugated** Creatures are restrained or harnessed somehow and forced to cooperate against their will. They may in fact 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; 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.

Examples: galley slaves, schoolchildren, chain gangs, draft bulls, conscripts, berzerkers, retail employees

Elements shown: LEGO

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. There are two types of 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. The Creature can attack and Counter with two additional Close Combat weapons, use one additional weapon in a Ranged attack, or use one additional set of tools for other special actions. The Creature is still limited to one Action against one 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.

Half-Mind Example: The Warhorse

Example: Horses are Submissive Creatures with the following stats:

SIZE: 2
ARMOR: 1d6 (Structure Level 0 x Size 2 = +1 CP)
MOVE: 10" (2" x 5 = +5 CP)
SKILL: 1d6, submissive (Size 2 x Half Mind = +1 CP)
WEAPON: Kick or Bite CC UR2 1d6 (Size 1 Melee = +2 CP)
COST: 9 CP

This horse's plate mail costs +2 **CP**, adds +1d6 to Armor, and -1" to Move.

Operators

Any Creation can be loaded up with systems and abilities, but if it lacks the intelligence to use them then it'll need an **Operator** to take control.

Controls

Ideally, such Creations should include some type of **Control Element** (a steering wheel, a flight stick, a computer console), but if not, they should at least have a specified **Control Area** where a minifig has to be if he wants to act as an Operator. Different types of Controls may be able to control the entire Creation (a vehicle's cockpit, a building's nerve center, a space station's bridge, a horse's saddle), or simply a single system or function (a gunner's chair, a ship's wheel, a missile silo's Big Red Button).

Enemy minifigs can cripple a Creation by destroying its Controls. But better still, they can kill the 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 in a Control area at the same time, they can each use their Actions to prevent the other from Operating the Creation at all.

In the rare case that minifigs from allied teams find themselves at the same set of Controls, they cannot each Operate the Creation on their own turns – that would effectively double the Creation's abilities unfairly. A team can only Operate a system if none of its allies used the same system on the allies' previous turn. This special limitation only applies to allies; when enemies commandeer a set of Controls they can make immediate use of them, for the sole reason that it's much funnier to let them have instant benefits than to give the original owners any time to react.

Systems

Assuming he has access to the proper Controls, an Operator can use its Action to control one (and only one) **System** on a Creation, against a single target. This may be any one of the following:

Elements shown: LEGO, Little Armory

Enhanced Abilites Example: Professor Monkeyhead
Example: A pioneer in the field 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 1d6+2, +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.

- 🔴 **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 a single melee weapon to attack a single target or parry a single attack (5.2: Close Combat).

- 🔴 **Manipulators:** 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, or a self-destruct function.

If no Operator is actively controlling a System, it continues doing whatever it is doing – shields stay up, sails stay unfurled, robotic hands maintain their bloody grip on crushed enemy heads. This is most frequently a factor when steering Vehicles. If the driver of a moving Vehicle switches his attention to firing weapons or operating other devices, the Vehicle continues moving in its current direction, at whatever speed it was traveling at the end of its last turn.

The Pilot

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. Armed Vehicles will often have separate minifigs acting as drivers and gunners; if the driver of a moving vehicle switches to gunning or some other task, the vehicle continues moving in a straight line at its current speed until the minifig returns his attention to driving.

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 Driver might perform a drive-by spraying handgun rounds out the window, and a horse-mounted Rider might charge past and cave in your skull with a spiked mace. 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.

7.5 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 them; Damage of an equal or lesser amount has no effect.

A larger Creation takes a little more work. 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** weakens a target Creation's overall abilities and wears it down by attrition. **Component Damage** lets attackers focus on destroying an individual system or construction element.

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 the Creation's 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 Attacks). If the attack strikes Surface rather than Structural elements of the Creation, it damages the Surface elements specifically rather than doing General Damage (see Component Damage, below).

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, its Move is decreased by 1" (to a minimum of 1") and its abilities are reduced as if its Size were one inch worse. The weapons and devices it can activate during a turn and the Creation's maximum Momentum in a Charge attack are decreased as if it were one inch smaller.

If a Creation's Size Damage is enough to reduce its 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.

Component Damage

When an attacker wants to focus damage on a Creation's particular weak point, he may single out an individual construction element or a small area (Size 1" or less) 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 rare few are large enough to confer a bonus (5.1: Making Attacks). The advantage of Component Damage is that the targeted sections will often have much lower Armor ratings than the Creation's main Structure – one Structure Level lower (minimum Structure Level zero) for Surface elements and exposed hinges, and possibly lower still for other decorative features.

If the Component Damage exceeds the target Component's Armor rating, then the Component is chopped, smashed, or blasted off of the Creation as seems

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.

Elements shown: LEGO, Mega Bloks

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 much smaller hole than pounding it with mortar fire.

If a Creation is made up primarily of a single large element, 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 small ones. The Size Ratings of the new smaller Creations are reduced to reflect their new stature, but each inherits the full Size Damage of the original Creation, which may mean that one or both are instantly destroyed. Each section may only use whichever weapons and devices remain attached to it, and only if it has the necessary remaining Size rating and controls to activate them.

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 kinds and should be saved for appropriate special occasions.

Grinding

Given enough time, a woodcutter's axe can chop down a redwood, 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 statistic over the course of several turns. Grinding can be used in either a General or Component attack. The weakened Armor rating only applies to future attacks of the same type against the same target or component.

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's Armor rating, he compares the result on each individual Damage die to the target's Structure Level (e.g., a target with Armor rating 4d10 has an Structure Level of 4 (7.1: Structure)). For each die that comes up greater than the Structure Level, the target receives one point of Grinding Damage (use Damage Pips to record this if necessary). The Grinding Damage is added to the Damage of all future attacks against that target.

Eric Joslin's giant slays a series of Greg's minifig troops with a single mighty swing of his flail.

Photo: Eric Joslin
"NELUG Gets Medieval," Nov. 2000
Winners: a flock of sheep

Overkill

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

When an attacker decides to go for Overkill, the defender must roll its Armor once again versus the remaining Overkill Damage to see if the target takes another point of Size Damage or loses another Component. If the Damage is high enough, there might even be another round of Overkill from the Overkill; the process may repeat until there is either no more Overkill Damage or the target is destroyed.

Besides doing multiple Damage levels to a single large target, Overkill can also be used to blast through a group of smaller ones. With enough Damage and lucky positioning, the Overkill from a single attack might blow through several targets in succession. Normally, Overkill Damage is applied to the same target (or a different part of the same target) as the original Damage. But if the 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, to the attack's maximum range. 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 he's able to run in a straight line. Overkill Damage past the attack's maximum Range has no further effect and is lost.

7.6 Creation Combat

In combat, Creations follow the usual attack sequence, choosing between Ranged, Close Combat, or Charge attacks, making Attack Rolls against their weapons' Use ratings, and rolling for Damage against their targets' Armor.

Depending on its Mind, a Creature might do all of this as independently as any minifig. If a Creation lacks a Skill rating of its own, it will need a minifig or other intelligent Operator at the controls (7.4: Taking Action) whose Skill rating can be used instead. If a Creature has both a Mind and an Operator, then the Operator gives the commands but the Creature uses its own Skill Rating when making attacks.

Close Combat

(see 5.2: Close Combat)
A Creation with a Close Combat weapon can use it to whack at targets the same way a minifig might. 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.

🔴 **Too Big:** Larger combatants lack the reflexes to Counter against opponents much smaller than themselves. A Creature 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.

🔴 **Unmoving:** Creations without a leaping ability cannot use an Angry Inch when making their attack.

Ranged Combat

(see 5.3: Ranged Combat)
Minifigs are able to change facing instantly and swing their arms to point weapons in any direction. Depending on their type of Propulsion system and the way their weapons are mounted, some Creations may be much less flexible.

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, but the Weapon Size must be measured at the barrel's shortest length.)

Players can mount a Creation's weapons on any type of turret, hinge, or arm to cover a wider firing arc. This has no extra cost, but remember that any moving parts involved are automatically at two Structure Levels lower than the rest of the Creation (7.1: Structure: Structure Level).

Charge Attacks

(see 5.4: Charge!)
Charge attacks are much the same for Creations as they are for minifigs, paying special attention to the proper Momentum limits according to Size.

A very large Creation making a Charge attack may be able to plow through several smaller targets before grinding to a halt. Overkill (7.4: Taking Damage: Special Damage) works slightly differently in a Charge than in other types of attacks. It doesn't matter whether the target is destroyed as much as whether it's knocked away; Overkill from a Charge is limited by Momentum rather than by Damage. The Charging unit rolls its Momentum (**MOM**d6) only once; the total is whittled away by the Physical Opposition (**POP**d6) of each target that it strikes, until there is not enough left to knock a target out of the path of the Charge.

Manual Fire

The namesake model of LEGO set **8873: "Fireball Catapult"** uses a rubber band to power a pull-back fireball launcher.

A recent trend in the "official" construction-toy model designs is to have projectiles that can really be fired, whether powered by springs, rubber bands, or the flick of a finger.

If you would like to fire one of these weapons by hand rather than rolling dice when you make an attack, consider the following rules:

Strike Order: The first spot the projectile hits is where the attack lands. Amy successive hits are ignored, unless the weapon is a type that fires a continuous stream (e.g., a flamethrower) or has a projectile that could believably blow through several targets (e.g., a cannon).

Range Limitation. No matter how far the projectile actually flies, only the strikes within the weapon's listed range are counted.

Disarray: Players should discuss whether any units or objects knocked over by the projectile should stay knocked over in the game.

Mulligans: If the projectile fails to clear the weapon barrel or dribbles limply out the end, the player may declare a Mulligan and take the shot over, either by trying Manual Fire again or by rolling dice. Each Mulligan used inflicts a -1 penalty to Damage for that attack.

Trampling

An attacker can't Charge the same unit twice; if a unit is Knocked Back into the path of a Charge, the attacker is stopped rather than Charging the unit again. However, if the target has been Knocked Over and is low enough that the Charging unit can run over the top of it without having to jump or climb, then the Charging Unit has the option to **Trample** the target and continue onward. A Trampling unit does its own Size in bonus Damage, added on top of whatever Damage had already been done in the initial impact.

The maximum range of Charging Overkill only extends as far as the attacker's stright-line movement. If the attacker stops, swerves, or turns from its course, the Overkill ends.

Chapter Eight: Squads

Just like a BrikWars player, an Officer's job is to send as many of his minifigs as possible to a horrifying yet entertaining death. He doesn't get any medals for getting killed himself!

"None of us is as dumb as all of us."

- Despair Incorporated, "Meetings"

A turn spent trying to run this many units individually could literally take hours. Broken into Squads, the battle will still take awhile, but there's a much greater chance of players reaching the second turn.

Elements shown: LEGO, Mega Bloks, Little Armory

Four soldiers working separately can complete four soldier-sized tasks, but combine those troops together into a finely-tuned combat machine, and they become something greater: a **Squad**. And Squads can accomplish the big missions that individual soldiers can only dream of.

Squad Appreciation

Of course, many other types of units can be grouped into Squads besides just the soldiers - Squads of horsemen or assault helicopters operate by the same rules.

A Squad is much simpler to handle if it's composed of identical or similar units (a group of knights all on horseback, a squadron of starfighers), but heterogeneous Squads are just as common (a catapult and its defending crew, a necromancer and his summoned undead).

Using Squads offers a number of advantages over handling units individually.

Efficiency
Efficiency is the number one reason to form a Squad. BrikWars games take long enough as it is; there's no need to slow things down further by handling troops separately when you can run big groups of them at once.

Combined Firepower
There's only so much damage an individual trooper can do, and many targets have the kind of Armor that's beyond his ability to penetrate. By combining forces with a bunch of his buddies, he can increase his firepower significantly.

Giant Attack Rolls
If you have a pile of identical troops making identical attacks with identical weapons, you can roll all their Attack and Damage Rolls together in two giant handfuls of dice. The intimidation factor alone is extremely satisfying.

Safety in Numbers
It's a lot easier to kill one guy than to kill a whole bunch of guys watching each other's backs. Because incoming attacks are spread among the Squad members, individual kills are less likely, and low-ranking soldiers make great meat shields for more important units.

Hand-to-Hand Scariness
If you hit a guy and he hits you back, you're in a fair fight. If you hit a guy and a dozen guys hit you back, it might be time to re-think your tactics. Strength in numbers makes a big difference in Close Combat.

Flexibility Squads can divide and re-form to adapt to any condition - two medium Squads giving each other cover can suddenly combine into one big Squad to take down a heavy target or break into a dozen indivdual troops to confuse pursuit.

8.1: The Squad Plate

The difference between a random group of soldiers and a Squad is organization, and the expression of that organization is the Squad's **Formation**. Even if the units' arrangement appears to be random, every man in the Squad knows the location and condition of every one of his Squaddie comrades, and they coordinate their efforts to achieve the Squad's mutual goal.

Formations have three important features: the Squad Plate on which the units are placed, the Standard they rally around, and the arrangement of the units themselves. The Squad Plate is used to determine what spaces they can move through and to engage in Close Combat, the Standard is used as the measuring point for calculating range and movement distances, and the arrangement of units determines the distribution of location-based damage from explosions or Charge attacks.

Tired of flintlock muskets, this squad of redcoats can't wait to give the rebel colonists a taste of their new submachineguns.

Elements shown: LEGO, Best Lock

Squad Plates

The constructible nature of brick warriors makes them easy to group into quick formations – just take all the Squad members and stick them to a shared baseplate.

The **Squad Plate**, in effect, combines a number of lesser units into a single super-unit. Instead of having to move Squad members around individually, you can now pick up the Squad Plate and move them all at once. Instead of running individual Squaddies' Attacks, you roll Attacks for the Squad Plate all together. Instead of having to touch each Squad member to the objects they want to act on, you touch the object with the Squad Plate and all the Squaddies gain access to it implicitly.

The Squad Plate should be an appropriate size for the Squad. As a very general rule of thumb, there should be a 2x4-stud area for each minifig on foot, for example, or 4x8 for each rider on horseback. These numbers can be fudged quite a bit, however, depending on the sizes of available plates in the players' collections, and whether the troops need to be arranged in some specific formation. Munchkin players will try to pack their troops on the smallest baseplates they can get away with, but a couple of friendly group beatings from the other players should help deter any funny business in this regard.
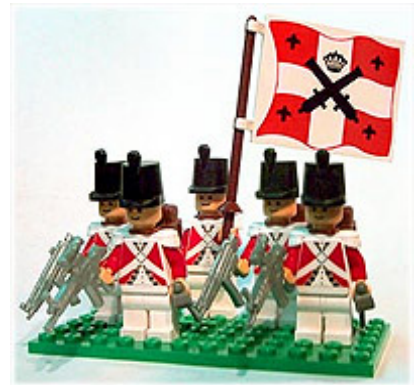
The Standard

When measuring distances to or from a Squad, players might try estimating an arbitrary point towards the middle of the Squad from which to measure, but the imprecision of this method will tend to cause arguments. The better method is to give the Squad a **Standard** from which all range and movement distances are measured.

Banners and flags are the most typical Standards, but any special decoration or equipment item can be used if it's appropriate to the battle – a modern police Squad might be organized around whoever's holding the communications radio; a Squad of Civil War cavalry might organize around whoever's blowing the bugle. For quickly-improvised Squads, the Standard might be defined as simply as "the guy standing in the middle." As long as all players are clear about which object represents the Standard for each Squad, almost any item can be used.

If an object is used as a Standard then it should ideally be carried by or mounted on one of the units. If that's too impractical, then the object can simply be attached directly to the Squad Plate. The only restrictions are that the Standard must be positioned near the center of the Squad, and that players can't cheat and move it around to improve their measurement results later on.

Holy icons make good standards for especially religious Squads, as shown by these dung-worshipping Dungans and their sacred Poo-On-A-Stik.

Elements shown: LEGO

A Standard doesn't necessarily have any "existence" as an in-game object if it's not convenient. Its main purpose is to act as a symbol for the players rather than as a physical equipment item for a unit (although a Standard may be mounted on a "real" equipment item, such as a pennant that's attached to a knight's lance). A soldier holding a banner in one hand may still use a Two-Handed Weapon held in the other hand as if he weren't holding the banner.

Standards don't cost any CP, and players may choose to add or remove Standards from the battle at will as new Squads form and old Squads dissolve. In general, minifigs should not be allowed to use a "non-existing" Standard as a weapon or tool (especially a Standard that "magically appeared" in the middle of battle) unless they're using it to do something funny enough that the other players are laughing too hard to object.

The Units

How a player decides to arrange the units on a Squad Plate is an aesthetic decision more than anything else. Movement and weapon ranges are based on the location of the Standard, and in most cases Damage is distributed evenly among the Squad members regardless of their placement. Although the plastic figures appear to remain in static positions on the plastic baseplate, in game terms they are potentially at all positions on the baseplate at once, the tactical equivalent of quantum particles.

Regardless, the units should be arranged in such a fashion that they could believably make their attacks. A heavy cavalry charge works a lot better when the horses run side-by-side than in a single-file line, and soldiers packed together like sardines are going to have a hard time swinging poleaxes or firing rifles.

While unit positions are ignored for most normal types of Damage, it becomes important again in cases where a Squad is damaged by location-specific effects. In some cases this will be determined by where the Squad is standing when the effect is set off, such as when a booby trap is activated or when they are struck by an unexpected freight train. In other cases an attack may be distributed among the Squad members as usual, but have secondary location-specific effects - a bazooka blast could be distributed to any member of the Squad, for instance, but the Explosion damage that follows is then treated as a location-based effect centered on that unit.

The ambassador from Reptilia keeps his personal medik close at hand, and puts as many armored bodies as possible between himself and possible danger.

Elements shown: LEGO, Little Armory

8.2: Forming Up

At the beginning of a battle, players can group their units into Squads however they like, assigning Squad Plates and Formations according to whim. Once the battle is underway, the soldiers have a lot more on their minds, and they aren't always so quick to reorganize on the fly.

Changing Formation

"The ultimate in disposing one's troops is to be without ascertainable shape. Then the most penetrating spies cannot pry in nor can the wise lay plans against you."

- Sun Tzu

As long as a player doesn't have to add a new Squad Plate to the field, or change the size of an existing one, most simple types of reorganization have no special cost. Leaving a Squad costs no penalty to a unit or to the rest of the Squad; the unit simply declares itself independent and walks off the Squad Plate. Rearranging the units already on the Squad Plate is also free, unless a player is trying to abuse this ability to cheat a couple of free extra movement inches for one or more of the units. When in doubt, you can force the offending unit to pay the extra inches for moving across the Plate, but in most cases there's no reason to bother.

If units reorganize in a way that requires a player to set up a new Squad Plate or resize an old one, or if new units join up with an already-existing Squad, then things get more complicated. Any time a unit is placed onto a new or different Squad Plate, it must **Form Up** with the new Squad, which counts as an Action for the turn. If the unit doesn't have an Action to spend then he can't Form Up, regardless of how tempting the invitation may be. If he is able to Form Up, because it costs him his Action, the unit is prevented from participating in any Action the Squad might take later in that turn. (But see The Officer, below, for ways to avoid the Action cost of Forming Up.)

The Action Cost

Why does Forming Up cost an Action? It doesn't seem like joining a new group should prevent a new member from doing anything else, right?

One of the most important aspects of miniatures wargaming is finding ways to keep things moving - every unit has so many options that the game can bog down in the details extremely quickly.

BrikWars' primary mechanic for managing this complexity is to limit each unit to one Action per turn. It's a strict limit to how much game-slowing complexity a unit can produce.

Slowing down the game should always have a cost. Reorganizing a Squad can slow things down enough that, in order to preserve game momentum, the participating units have to sacrifice their Actions to compensate.

Example: Joining Forces

Example: Throwing on blue livery and running around with swords and shields doesn't appeal to just anyone, so when these swordfighting enthusiasts encounter like-minded individuals, they're eager to join together and adopt a silly group name.

In this case, a blue-shirted swordsman encounters two similarly dressed Squads of two swordsmen apiece. The Squad Plate of the closer group is rather optimistically sized, large enough to support all five swordsmen, so they elect to all pile on board and name themselves Shadowhawks.

The lone swordsman and the two swordsmen from the smaller Squad Plate spend their Actions to join the larger plate. For the two swordsmen already on the Squad Plate, there's no cost to remain there as the other three join. If the newly-reformed Squad takes an Action this turn, only those two swordsmen will be able to participate; the three that joined during the turn have already spent their Actions.
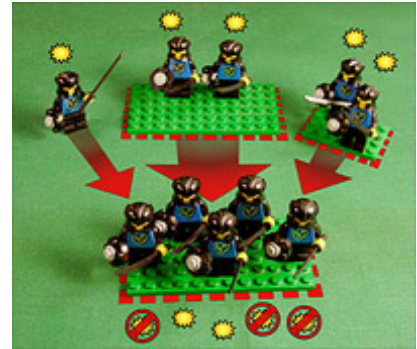
An individual and two small Squads of swordsmen join together to form a larger Squad.

Elements shown: LEGO

Example: Splitting Up

Example: A squad of Coke-loving Shadowhawks is horrified to discover that two of their brothers-in-arms are secretly Pepsi drinkers. Unable to resolve their differences, they are forced to go their separate ways.

Two of the swordsmen split off from the original Squad of seven in disgrace. Forming their new smaller Squad of two costs them their action for the turn. The five swordsmen remaining in the orginal Squad continue using the original, suddenly-roomier Squad Plate, so they retain their Actions and may use them to sneak-attack the departing group from behind.


A Squad of seven swordsmen splits into Squads of two and five.

Elements shown: LEGO

Example: Changing Formation

Example: After losing a few members to meddling girlfriends, these four remaining swordsmen no longer need such a large Squad Plate. They tighten up their Formation to present a smaller target against further girl interference.

Changing Formation doesn't carry any cost on its own if the Squad Plate remains the same, but in this case, because of the switch from one Squad Plate to another, the Squad must Form Up again and spend its Action to change to the new, smaller plate.
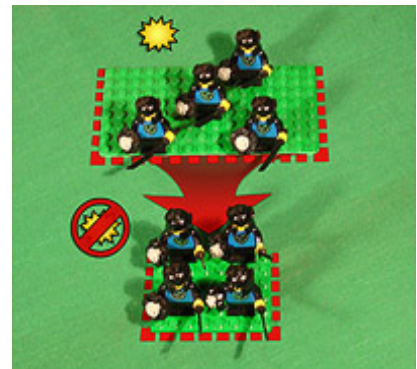
A Squad of four swordsmen tightens formation.

Elements shown: LEGO

There are many cases in which a unit might leave a Squad and later rejoin it in the same turn (most often when a Squad breaks formation to navigate a difficult obstacle and re-Forms when it reaches the other side). However, the opposite is not allowed: units joining a Squad are not allowed to leave again until the following turn. Such tactless behavior would be the Squad equivalent of a one night stand, and no Squaddie would dream of treating his mates with such disrespect.

Example: Breaking Formation
Example: The brotherhood of this Squad is too strong to be disrupted by women or cola selection, but the narrow passages of this rocky terrain will require them to break formation if they hope to continue forward.   Because their Squad Plate is too wide to fit through the narrow archway, the soliders must break up and move through individually before spending their Actions to re-Form on the other side.   The player doesn't have to actually separate the minifigs to act out their individual trips in most cases, unless for some reason the soldiers are interrupted in mid-transit. He can usually just pick up the Squad Plate from one side of the obstruction and deposit it on the other, spending the Action and leaving the breaking and reforming implied.
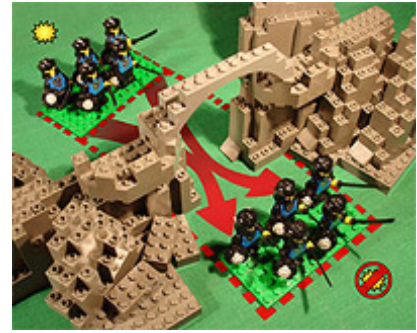
A large Squad must squeeze to fit through a tight arch.

Elements shown: LEGO

The Officer

Losing Actions every time a Squad changes formation is inconvenient at best. Fortunately, new squaddies can get organized and sent into fresh Action immediately if they just have a little trained leadership.

Officer

COST **7 CP**

Skill **1d6+1**

Move **6"**

Armor **1d6+2**

SPECIALTIES
Leadership

Officer

COST **7 CP**

Sk: **1d6+1** Mv: **6"** Ar: **1d6+2**

An Officer is a Minifig who prefers to boss other Minifigs around rather than do anything himself. If they succeed, he takes the credit; if they fail, it's because he's surrounded by imbeciles. The troops are happy to let someone else make the decisions - it leaves them free for the more entertaining task of killing everything in sight.

Leadership (+1CP):

Under the direction of a trained Officer, **Forming Up** with a Squad doesn't use up any unit's Action for the turn.

Officers' Squads ignore the usual Action costs for forming, combining, splitting, or reorganizing. Actionless units may freely Form Up with the Squad, and units with an Action to spend may put it to immediate use in support of the Squad's Action.

"A team effort is a lot of people doing what I say."

- Michael Winner

While not Heroes in their own right, there are certain minifigs that are possessed of a stubborn mindset that leads them to push themselves and their comrades harder than most would find reasonable. While this results in abilities slightly improved from those of their peers, it is their special pigheadedness rather than their other skills that qualifies these minifigs for **Officer** training.

In most regards, an Officer is nothing more than a slightly-improved Minifig with a couple extra decorations. He has a Skill of 1d6+1, a Move of 6", and Armor of 1d6+2. His one special advantage is his Leadership training, which allows him to organize new Squads or reorganize existing ones and put them into immediate Action. Any time an Officer is involved with creating, reorganizing, joining, or splitting a Squad, the usual Action cost for Forming Up is cancelled. Units may Form Up and immediately join in with the Squad's Action for the turn. Even units who've already spent their Action may still Form Up for free.

Squads that expect to reorganize frequently in response to enemy tactics should always start with at least one Officer. Squads lacking Officers will want to avoid reorganizing as much as possible, to avoid the Action cost involved.

An Officer directs his Squad to split up and search for clues.

Elements shown: LEGO, Mega Bloks, Little Armory

Example: Splitting Up

Example: As a parting gift, the benefits of an Officer's Leadership even extend to groups of units breaking off from his Squad to form new ones. In the example shown, a large Squad of an Officer and seven swordsmen break into three smaller Squads. All three of the new Squads have switched to smaller baseplates, but thanks to the residual effects of the Officer's Leadership, none of the three have to spend their Actions to do so.

8.3: Squad Movement

For the purposes of **Squad Movement**, a Squad Plate is treated very much like a single unit. Its Move rating and abilities are limited to those of its Squad's slowest and least able members. A Squad runs as fast as its worst runner, jumps as high as its worst jumper, climbs as fast as its worst climber, and so forth.

A Squad's travel is measured by the movement of its **Standard** – a Move of 5" means the Standard can travel five inches over the course of the turn, regardless of whatever twists and spins the Squad Plate may perform underneath it.
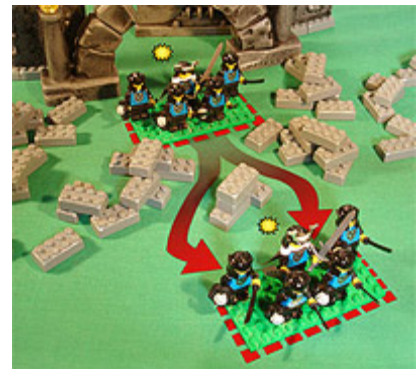
Obstacles

The main difference between moving a Squad and moving one of its members is that a Squad Plate is naturally much larger, and doesn't move as easily through confined spaces as an individual unit might. Doorways, corridors, stairs, and terrain obstacles may be too constricted for the full width of a Squad Plate to fit through; the Squad will need to either split up or find other ways around the obstacles in order to proceed. Players should try to optimize their Squad sizes for the environments they expect to operate in – room-to-room combat favors much tinier groups than battles across an open plain.

An Officer leads his Squad out of a cursed temple.

Elements shown: LEGO, Mega Bloks, Little Armory

Example: Rough Terrain

Example: Squads can deal with rough terrain like this in two ways: they can remain in formation and sacrifice a few Movement inches to climb over the rubble, or they can break formation to thread through individually and spend an Action to form back up afterwards.

When there's an Officer in the group, the choice is a lot easier - breaking and reforming is free.

A Squad Plate is also restricted by the fact that it can't stop half-way into a maneuver, or at any spot not large enough for the whole Squad to stand. For example, a Squad climbing over a wall must have enough Move to get the entire Squad Plate to the other side; it can't end the turn while only partway over. The Squad may have to wait at the base of the wall for its full Move to reset at the beginning of the next turn (if that would be enough to get it over the wall), or it may have to split up and allow its members can climb over the wall individually.

Note that even if the Squad has enough Move to make it over the wall, enemies may be able to interrupt with Response Actions and prevent the Squad from doing so. If the Squad's Movement is disrupted in any way that prevents it from clearing an obstacle by the end of its Move, the Squad is **Rebuffed** and must either break Formation or return to its last legal position.
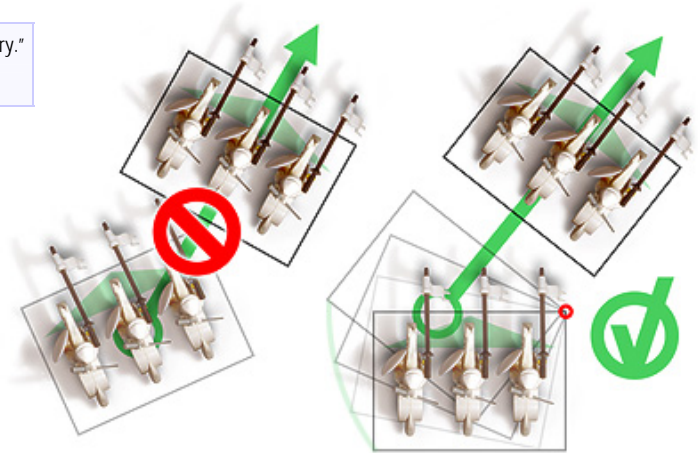
Infantry and Cavalry Squads

> ""There are not enough Indians in the world to defeat the Seventh Cavalry."
>
> - General George Armstrong Custer

Squads are divided into two types, depending on their composition. A Squad composed entirely of minifigs, or of units that can move like minifigs (animals, some robots, humanoid aliens), is called an **Infantry Squad**. An Infantry Squad is treated in much the same way as a regular minifig – it can instantly face in any direction, or run, jump, climb, and swim in a minifig's standard fashion.
Any Squad that contains vehicles (chariots, pirate ships, starfighters), ridden animals (horses, dragons, giant spiders), or any other unit or device that is directed or operated by another unit (catapults, undead slaves, artillery pieces), is a **Cavalry Squad**. A Cavalry Squad's abilities are determined by those of its Squad members as usual, but with two further restrictions:

Cavalry Squads can't zig-zag left and right the way an Infantry Squad can. They have to wheel around their Squad Plate's front corners in order to turn.

Elements shown: LEGO, Red Bean Studios

- Cavalry units can't turn as quickly as Infantry can. When turning, a Cavalry Squad **Pivots** around one of its Squad Plate's front corners. The smaller the Squad Plate, the more tightly the Squad can turn.

- Cavalry units in Formation can't sidestep or pull other such lateral maneuvers. A Cavalry Squad can only move in the direction it is facing, or backwards at half speed. A Squad of Cavalry butted up against a wall may have to break Formation in order to get itself turned around.

8.4: Squad Action

Like individual minifigs, Squads are allowed one **Action** per turn. Some Actions will involve only one or a portion of the Squad's members, but most will involve them all. Any regular Action is possible, as long as there's not a specific Squad member preventing it - a Squad of minifigs could use their Action to Sprint, for instance, but it won't do them any good if the Squad also includes a slow Combat Snail holding it back.

If some Squad members don't participate in the Squad's Action, their individual Actions are wasted - the Squad doesn't get to take a second Action to give the unused units something to do. If those members want to use their individual Actions for something other than the main Squad's Action for the turn, they'll have to split away from the Squad.

Even if they're not identical, attacks that are similar enough can be grouped into a single Squad Action. A Squad can declare a general Close Combat attack even if some units are using paired sabers and others are swinging battleaxes. Similarly, a Squad making a Ranged Attack might have some units firing blowguns and others throwing knives. This is perfectly legal. Dissimilar attack types cannot be combined: a Squad of spearmen can't have half its members using their spears to Charge while the other half throws theirs in a Ranged Attack.

All For One and One For All

When handling a Squad, the Squad Plate stands for all the units in the Squad. If the Squad Plate climbs over a wall, each of its members takes the Move penalty, even if the wall would realistically hamper only few. If a Squad Plate is hit by a truck, the Squad members Brace to absorb the impact as a group, even if only a couple of Squaddies appear to be in the truck's path. If a Squad's standard is five inches from a target, then all the members make their Ranged Attacks from a distance of five inches, no matter where they stand in the formation. If a Squad enters into Close Combat with a target, then all of the members are engaged in Close Combat, even the ones standing far to the rear. In a Squad, what goes for one goes for all.
There are two main exceptions to this rule. The first is that Damage to a Squad can be distributed to individual members in uneven ways (8.5: Squad Combat). The second is that there's a limit to how many Squad members can act on a single small object at the same time.

Touch Limitations

If a Squad or Squad Plate is touching an object, then any single Squad member can be considered to be touching that object, no matter where in the formation he is standing. But some objects are too small for large numbers of Squaddies to handle during a single turn. No more than three Squad members can touch a minifig or 2x4-sized object, no more than two can touch a 2x2-sized object, and only one can touch a 1x1-sized object in a single turn (note that these are the same size distinctions used for Attack Modifiers for Target Size (5.1: Making Attacks)).

If units need to touch an object in order to make a specific Action, then the number of Squad members able to take that Action may be limited. This is especially important in Close Combat and Charge attacks, where it puts a limit on the number of hits a target minifig can take in a single round of combat.

Players are free to argue other cases as they become necessary – how many minifigs can attack a hot dog stand at once, for instance? – but in most cases the point will be moot. If there are enough minifigs making successful Attack Rolls that the question comes up, then the hot dog stand is probably toast regardless.

8.5: Squad Attacks

Attacking with Squads is much like any attack with multiple units (5.1: Making Attacks: Combined Attacks). Attack Rolls are combined into a single toss of a giant pile of dice, and the resulting Damage is combined in a similarly massive roll. The larger the Squads you have in play, the more dice you'll need; in fact, the number of dice available makes a good practical limit for the size of the Squads you'll want to field.

The limitation on Squad attacks is that, because a Squad is limited to one Squad Action in a given turn, all of the Squaddies' attacks must be of the same basic type. While they might not all use the exact same weapons, the Squad has to decide between making a Ranged, Hand to Hand, or Charge Attack for their turn. Squaddies unable or unwilling to participate in the chosen type of attack take no Action that turn, and just hang around uselessly while their Squadmates get the real work done.

Although a Squad is limited to a single type of attack for its members, it may still attack cooperatively with other Squads or units using different types of attacks, as usual.

Ranged Attacks

(5.3: Ranged Combat)

A Squad making a **Ranged Attack** is largely the same as any regular group of units engaging in Combined Fire (5.1: Making Attacks: Combined Attacks). For expediency's sake, rather than measuring Range for each Squaddie individually, the Range for the entire Squad is measured as the distance from the Squad's Standard to the target. When ready to fire, roll all the Squaddies' Attack Rolls at once. Count the number of hits, and roll all the resulting Damage Rolls at once. The target takes the entire sum of combined damage; hopefully this will be enough to reduce it to a fine mist. After the effects of the combined damage have been resolved, any missed shots that may have come up in the Attack Rolls can be handled separately (5.3: Ranged Combat: Missed Shots).

Example: A Mixed Attack
Example: A whole platoon of Death Marines has combined into a single Squad for efficient management on a mission to secure provisions. The mega-Squad contains two dozen grunts armed with Pistols (Short-Ranged Weapons, Use:3 Dmg:1d6), a dozen snipers with Rifles (Long-Ranged Weapons, Use:3 Dmg 1d6+1), and three mobile Artillery units (Use:6, Dmg: 2d10).
Since the hastily-assembled Squad has no Standard, the player estimates the center of the Squad Plate as best as he can and measures the Attack Range from that point - the target is four inches away. This places him within the Weapon Range of everyone in the Squad, so they'll all get to attack.
Although their weapons have the same Use ratings, the player makes separate Attack Rolls for the grunts and snipers, since their attacks do different amounts of damage. Rolling twenty-four Skill dice for the grunts, eighteen meet the weapons' Use requirement of 3 or better; out of twelve dice for the snipers, five are hits. Only one of the Artillery pieces hits on its difficult Use rating of 6.
The resulting damage is eighteen hits of 1d6 from the grunts, five of 1d6+1 from the snipers, and one hit of 2d10 from the Artillery, for a total of twenty-three d6es and two d10s plus five. The player loads the appropriate amount of dice into a bucket (there are too many to fit in his hand), shakes them up, and rolls them into an empty tray.
Adding the dice together, the total Damage comes to ninety-eight points (the player elects to forego the option of rolling additional Critical Success dice or tracking any Missed Shots). This is more than enough to overcome the Armor rating of the Squad's target. The fast-food cashier who refused to serve them any lunch-menu items before eleven is reduced to a cloud of reddish particulate matter. The players may now refer to the Overkill rules (7.5: Taking Damage) to determine if any of the kitchen equipment behind him survives.

Hand to Hand Attacks

(5.2: Close Combat)

As with minifigs, a Squad's melee attack may be as simple as jumping an Angry Inch and doing a dice-pile's worth of standard Ganging-Up Damage to an unresponsive target (5.1: Making Attacks: Combined Attacks). But if the target fights back, then the Squad is entered into **Squad Close Combat**, and subject to the standard rules of Close Combat Maneuvers.

Squad Close Combat

Close Combat for Squads works the same way as for regular units, except that a Squad's Attack is the combined Attacks of all its members, and the Counter of a defending Squad is the combined Counters of its members. If the Squad makes a second Attack, it's the combination of all its Squaddies' second Attacks, and the defender's second Counter is the combination of its Squaddies' second Counters, according to how many units in each group have a second hand weapon and are still alive to use it.

In Squad Close Combat, each Attack and Counter involves a full pile of dice, as all of each Squad's members roll in unison for each step and remove casualties afterwards. Squad members must act uniformly – if one Squaddie attacks with two weapons, all his mates able to do so must follow suit. The defending squad, similarly, can't have some members Parry while others Counterattack – it chooses one Counter for all its members and sticks to it for that step. Parried damage is distributed among the parrying defenders in exactly the same way as regular damage (8.6: Taking Damage).

Engagement

In order to use the full strength of all Squad members in Close Combat, a Squad must fully **Engage** with its enemies by bringing its Squad Plate into contact with the target. Once Engaged, all members of the Squad may make Close Combat Attacks (and Counters) against that opponent, regardless of where in the Formation they're standing.

Although in real life the units remain neatly arranged on their Squad Plates, in game terms a Squad that Engages a target in Close Combat is considered to be all mixed up with that enemy. If either the Squad or the enemy is hit by Ranged Attacks or other non-Close Combat Damage, then the Damage is distributed equally between both of them. The first hit goes to the intended target, and alternates between the two sides afterwards. The alternation may be interrupted if necessary to ensure that no unit among the group of potential targets takes a second hit before all of the targets have taken their first.

Multiple Squads and units can Engage with the same target, and multiple targets can Engage back, sometimes creating a long chain of Engagements called an **Engagement Ring**. The chain of Engagements can only connect through direct Close Combat – a Squad can't connect to the Ring by trying to Engage with another friendly Squad, or by brushing up against an enemy Squad but not attacking them.

All Squads and units in an Engagement Ring are treated as one giant Close Combat, regardless of how far one end of the Ring is from the other. That is, all attackers across the Ring attack as one group, and all defenders across the ring Counter as one group, rather than fighting in a number of separate engagements.

Example: An Engagement Ring
Example: Tybalt and Mercutio, each armed with rapiers, are fighting in Close Combat. Seeing this, Romeo leaps in to help his friend, attacking Tybalt with a rapier of his own. Two against one seems mighty unfair to a Capulet Squad of swordsmen, who attack Romeo at once. A passing Squad of Montague swordsmen immediately intercede, Engaging with the Capulet Squad in response. The result of all this aggression is a single large Engagement Ring, with Tybalt and the Capulets on one side, and Romeo, Mercutio, and the Montagues on the other._ Once the dust has settled and all the Montagues lie dead, Tybalt wipes the blood off his rapier and sets off to find his cousin Juliet to boast about his amazing swordsmanship.

Two-Handed Weapons and Skirmishing

If a Squad attacks without first being Engaged, then Formation matters a lot more – only the Squaddies who can physically strike the target with a weapon from where they're standing can participate in the attack. This type of limited attack is called **Skirmishing**, and is usually the best choice for Squads of pikemen or other troops with long Two-Handed Weapons. A Squad can jump back and forth between Skirmishing and full Engagement as a part of Close Combat, depending on how they use their Angry Inch to maneuver around.

Two-Handed Weapons require a lot of room to swing. For a Squad that's Engaged with an enemy in Close Combat, that's room that the troops don't have. With Two-Handed Weapons, the Squad will have to use its Angry Inch to leap backwards and give themselves room to swing their weapons in a Skirmishing Attack. If the Squad is unable or unwilling to Disengage, the units with Two-Handed Weapons are limited to using them to Shove or Parry only.

Numerical Advantage

If one side of a Squad Close Combat greatly outnumbers the other, the smaller Squad or unit may be **Overwhelmed**. If the larger side has at least twice as many participating fighters as the smaller side, the smaller group has -1 to Skill and Damage while Countering. If the larger side has three times as many fighters, the penalties are worsened to -2.

Remember that individual minifigs within a Squad can be struck by no more than three Close Combat attackers at once (although each of those attackers might hit multiple times, if they have more than one weapon). Any further hits in excess of this number are wasted. However, the attacker should still roll Damage for all hits, even the excess ones, since he's free to pick and choose the strongest results when deciding which hits to keep and which to discount.

Charge Attacks
(5.4: Charge!)
Charging with an Infantry Squad (8.3: Squad Movement: Infantry and Cavalry Squads) is pretty simple - the Squad's effective Size is the sum of the Sizes of all its units, and the Charge is handled as normal.

A Cavalry Squad is much less maneuverable, and their Formation becomes much more important. When calculating Momentum and Damage for a **Cavalry Charge**, only the units in the front row of the Formation are counted, and of those, only those whose path will actually carry them into the target. The rest of the units are unable to participate, and are primarily along to provide moral support and to help resist against KnockBack Damage.

Plowing Through

When a large Squad makes a Charge, it's unlikely that much-smaller Squads or individual units standing in their way are going to be able to block them. A Charging Squad can use its excess Momentum to **Plow Through** several blocking units, the same way a large Creation might (7.6: Creation Combat: Charge Attacks).

Bracing

When a Squad Braces against a Charge, the entire Squad resists as a unified force, combining the members' Physical Opposition and Charging Weapons. If the Braced Squad is Knocked Back, then the KnockBack is applied to the entire Squad Plate, making them much more difficult to Knock Over. If the collision is strong enough to Knock Over the entire Squad, then the Squad's Formation is broken completely and all its units are Disrupted.

If the Squad is unable or unwilling to Brace itself, then all the units are treated as separate targets to be Plowed Through - which means that individual members are much more susceptible to Damage and KnockBack, but others might escape getting hit entirely. Units that are Knocked Back far enough to land outside of the Squad Plate are considered to have left the Squad, however involuntarily.

8.6: Taking Damage

Targeting A Squad

One of the biggest advantages of forming a Squad is that it makes it much harder for enemies to focus Damage on any single unit. The drawback is that targeting a Squad as a whole is much easier than targenting individuals - as long as an attacker can target any unit or object within the Squad, or even the Squad Plate itself, it can make an Attack on the Squad. Furthermore, since Squad Plates are generally larger than minifigs, opponents making Ranged or Charge Attacks on the Squad will usually get an Attack Bonus for Large Target Area (5.1: Making Attacks: Attack Modifiers). (Close Combat Attacks are still based on the Size of the individual units within the Squad, however.)

There is an exception to this rule: an attacker can target a specific unit within a Squad as long as the target unit is at least twice the attacking unit's Size. Targets any smaller than that are too difficult to distinguish and single out in the chaos of battle. A Rat (Size 0) could single a Peasant (Size 1) out of his Peasant Squad; the Peasant could pick out a Squad-bound mounted Knight (Size 2); the Knight could focus on a specific Giant of Size 4.

Distributing Damage

Single Attacks

Whenever a Squad takes Damage from a single attack, the Squad's player may assign the Damage to any single unit within the Squad he wishes. It's customary to choose a unit who could "reasonably" have been struck by the attack - a bruiser using brass knuckles to take a swing at a Squad from one side isn't likely to see the punch land on some guy at the far opposite end, for instance - but a great deal of fudging is allowed in this regard. Squad members are well-known for making crazy leaps in order to take bullets for each other; you might take that Squaddie from the far end, place him on the near side to receive the punch, and claim that he jumped to the rescue just in the nick of time.

Secondary Effects

When the Damage is of a type that has additional location-based effects afterwards, such as when an Explosion is set off, or a massive laser blast has enough Overkill to burn through a whole line of targets, it's less acceptable to be moving units around when distributing the damage. The player may still choose whichever unit he wishes for the initial impact (once again, trying to make a "reasonable" selection if he has any sportsmanship at all), and the side effects then proceed as normal based on wherever that impact occurred and the arrangement of the Formation of units around it.

Multiple Attacks

There are many instances in which a Squad might be hit by multiple attacks at once - the focused attacks from an enemy Squad, a group of enemy units attacking in cooperation, the concentrated firepower of a multi-payload weapons platform, or any combination of the above. The Damage from these attacks is distributed in sequence among the Squad members, chosen by the defending player according to certain rules.

Rather than assigning Damage as he goes along, the attacking player just rolls all the Damage Rolls at once, separating and arranging them by total Damage in order from greatest to least.

Starting with the largest and proceeding in order, the defending player assigns the Damage Rolls to each member of the Squad until every Squaddie has taken a hit. If any Squaddies survive and there's still more Damage to deal out, the process is repeated on the survivors until there's either no more Damage Rolls or no more Squaddies. All Squad members must take one hit before any one of them can take a second. All Damage Rolls are cumulative, and Squaddies are removed from the rotation as soon as the Damage is enough to kill them.

The defending player may choose his stricken Squad members in any order, but if there's enough Damage to go around multiple times, he should do his best to keep to the same order with each new round.

Multiple Attacks with Secondary Effects

If the defending Squad is unlucky enough to get hit by multiple secondary-effect attacks at the same time, get the complicated stuff out of the way first. Handle all Explosions first, all attacks with potential Overkill Damage second, and all normal types of Damage third. In each case, handle all the attacks, ordered from most to least powerful, before moving on to the next Damage type.

The Pile of Dice

Keeping track of a whole bunch of Damage Rolls at once is a lot easier if you have a really big pile of dice.

A good dice supply will allow you to just leave the Damage rolls as they stand - if you haven't got a big bag handy, you should compensate by keeping your Squad sizes small.

In a pinch, you can put off rolling any Critical Success Bonus Dice for each Damage Roll until the Damage is actually applied to a unit - Critical hits are more likely to kill their targets, and then you get the dice back immediately to use for the next Critical.