BrikWars

Plastic Building Blox Combat System

by
Mike Rayhawk

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brikwars.com

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For the BrikWarriors

Contents

Foreword

Play well, not nice!
– Chris Phillips, in a post to news.lugnet.com/org/us/nelug/

BrikWars, in its current form, would never have been possible without the ideas, suggestions, praise, and criticism that have been e-mailed to us or posted to LUGNET(tm) newsgroups (http://www.lugnet.com) by fans and well-wishers from around the globe. We greatly appreciate the input of this dedicated legion of BrikWars players, who have allowed us to exploit their efforts and cynically use them as an unwitting and unpaid playtesting, editorial, and promotional staff. Our thanks to all of you; we owe you a great debt.

However, some players cause us nothing but pain. Whether we hear from them directly or hear about their exploits from the players who have encountered them, it is clear that they misunderstand BrikWars' basic philosophy.

BrikWars is not intended as a cerebral exercise or a 'serious' wargame. There are plenty of games available at your local gaming store which are realistic, accurate, logically vigorous, and numerically intense; if that is the type of game you're looking for then you're encouraged to go and shell out a few bucks and buy one. We have worked hard to make the BrikWars rules consistent, balanced, and detailed enough that it would be possible to play it as a 'serious' wargame, but to do so would be missing the point entirely and you would be likely to offend and alienate any true BrikWars players in your group.

A BrikWars game is a social event more than a competition, designed for people who love to play with plastic building bricks. BrikWars games give players the opportunity to share their enthusiasm and show off and compare plastic-brick creations. Many BrikWars games have become showcases for the talent and originality of groups of plastic-brick enthusiasts from around the world.

These enthusiasts, by and large, are of a superior breed. They don't need to be told that fun and creativity are much more important than such petty concerns as winning and losing. They tend to view rules and restrictions as they would a physical building-brick construction; while they can appreciate and respect the systems' design and structure, they can't resist the urge to creatively improve, transform, or demolish rules to suit their particular taste.

We have spent an inordinate amount of time and effort trying to design the rules to support this type of play. The BrikWars rules are flexible (easy to change in order to adapt to new game types), modular (small or large sections of the rules may be included or omitted at any point in the game like so many plastic bricks), and robust (no matter how loosely the rules are interpreted or how intricately they are modified, they still tend to be balanced and functional).

In A Nutshell

The hundreds of pages of rules available for BrikWars can often be intimidating to new or casual players, so we've boiled down the game to its simplest form. Using this BrikWars Hyperabridged version will allow you to safely ignore the entire remainder of this rulebook.

The Enlightened BrikWarrior

> *Far better it is to dare mighty things, to win glorious triumphs, even though checkered by failure, than to take rank with those poor spirits who neither enjoy nor suffer much, because they live in the gray twilight that knows neither victory nor defeat.*
>
> – Theodore Roosevelt

Because you will be playing with plastic-brick enthusiasts, the standard of behavior is much higher than if you were associating with mere wargamers (a superstitious and cowardly lot). Your goal is to make sure that everyone involved enjoys themselves so thoroughly that people reading about it on your webpage months later will turn green with envy. If you get in an argument, make concessions. Take time to appreciate the craftsmanship of your opponents' constructions. Be a cunning and challenging adversary, but when your opponent blows your prize creation into its component bits, share in his excitement and the sheer glory of destruction. Play as if you were drunk (many players will not need to fake this); when faced with difficult decisions, ask yourself what Homer Simpson would do. If at any time you become angry or bitter, don't blame it on your opponents; take responsibility for having taken the wrong attitude towards the game. If you become confused and frustrated on the other hand, then it's probably our fault; it means there is some glitch in the rules that needs to be addressed. Make sure you tell us about it. We take our responsibility in this regard very seriously.

Wargamers, by and large, tend to be Anoraks - inflexible, detail-oriented, possibly semi-autistic, and happy to have a tightly-constructed box of rules in which to hide themselves so they will be protected from ever having to use the right half of their brain. When organizing and preparing for a game, Anorak skills are invaluable. The Anorak will

BrikWars Hyperabridged

Step 1: Setup

Each player gathers together an army of minifigs and equips them with minifig weapons (army size is left to the discretion of the players). They then establish a battlefield (which might be a complex construction of plastic bricks, or simply a bare patch of tabletop or floor). Each player sets up his army on his side of the battlefield.

The players need to decide the order in which they will take their turns. Traditionally, all players roll dice; the highest roll goes first, the next highest goes second, and so forth.

Step 2: Gameplay

During a player's turn, each of his minifigs can move up to five inches, and make one attack on an enemy minifig.

If a minifig attacks with a hand-to-hand weapon, he must be close enough to the enemy minifig to touch it with the weapon. The attacking player rolls one six-sided die. On a five or a six, the enemy minifig is killed.

If a minifig attacks with a ranged weapon, he must be within ten inches of the enemy minifig and have a clear shot at some part of the enemy's body (he can't shoot through walls). The attacking player rolls one six-sided die. On a six, the enemy minifig is killed.

If for some reason a minifig has no weapons, he will have to borrow one from an ally or loot one off a dead minifig.

When a player has moved and attacked with all the minifigs he desires to, his turn is over and the next player can go.

Step 3: Endgame

If the players continue fighting long enough that only one player (or team) has surviving units left on the field, then he is the winner and the game is over.

That's all there is to it. The best way to begin playing BrikWars is to start with this condensed version and then add whatever bits and pieces from the rest of the rulebook seem cool.

Good luck!

research all the possibilities offered by the rules, and write out explicit lists of his statistics and unit capabilities so he will never have to delay the game by looking up charts and tables in the rulebook. Anorak players will discuss which optional rules will be allowed and what overall modifications and restrictions will be made, and their decisions will prevent arguments and frustration during the game. For a large group, an Anorak will secure the gaming venue, set the schedule and make sure all the players have accurate directions. There is usually at least one Anorak who has the rulebook nearly memorized, and this facilitates gameplay tremendously. Even if he remembers everything wrong, it's worth it not to have to be flipping pages every few minutes. Diehard Anoraks take the time to reflect on the implications of every line in the book and send us critical analyses of details that should be clarified and changed, and that's where ninety percent of our ideas come from.

Hopefully, all this preparation will satisfy the players' Anorak impulses, because once the game has begun NO ANORAK BEHAVIOR IS ALLOWED. No matter how innocent it seems, Anorak thought crimes impair and can even destroy a group's enjoyment of the game and must be swiftly and severely punished. If you haven't prepared a punitive Hammer of Discipline, you might try having all players tackle the Anorak to the ground and giving him painful noogies or grinding the knuckles of their thumbs in the spaces between his ribs. To deliver a sharp kick to the offender's shin or groin is satisfying but should be reserved for especially egregious offenses. Even in extreme cases, resist the urge to shoot the Anorak or to cleave him with a hatchet or sword. Any minifigs or vehicles that get knocked over during a procedure of Anorak Thought Correction are considered to have clumsily fallen over without taking any damage.

While physical violence is by far the best remedy, it may be inappropriate in certain situations; in these cases, anything quick and anti-cerebral will do. Non-violent retribution might involve forcing the Anorak to drink a significant quantity of beer, compose symbolist poetry on the spot, listen to a series of brick-related Zen koans, or remove articles of clothing and perform a short song and dance routine.

Don't Be An Anorak!—A Cautionary Overview

The unrepentant Anorak will experience only frustration and disappointment in a BrikWars game, and will tend to make such an ass of himself that he ruins the fun his opponents might otherwise have had. In order that players might gird themselves against this tragedy, we have created this list contrasting the behavior of the insipid Anorak with that of the heroic BrikWarrior:

- *The Plodding Anorak* carefully reviews his options each turn and takes the most conservative actions; he knows they will best advance his position and offer him the greatest chance of eventual victory.

- *The Dashing Brikwarrior's* actions are daring and even suicidal; he knows they are likely to have the most comedic and entertaining results for the highlights reel. Victory is an important concern, but victory without glory is no victory at all.

- If he discovers that his opponent has no units to field except a couple dozen swordsmen, *The Unsportsmanly Anorak* builds assault helicopters, knowing foot soldiers have no way to attack air units. *The Chivalrous Brikwarrior* always finds a way to give his opponent a fighting chance—either he also restricts himself to ground units like jeeps and dune buggies, or he generously allows his opponent to capture and commandeer some of his advanced war machines prior to the start of the game.

- *The Gutless Anorak* abuses his detailed familiarity with the BrikWars rules, deliberately trying to find or create loopholes that will allow him to create invincible units. If his supposedly invincible unit gets destroyed, he throws a tantrum like you wouldn't believe.

- If *The Enlightened Brikwarrior* were given an invincible unit, he would immediately invent clever and creative weaknesses for it, because he knows that a unit's entertainment value is primarily based on its ability to get blown into a million tiny plastic bits.

- *The Obsessive Anorak* wastes everyone's time by double-checking statistics and rules on every turn, making sure everything is done By The Book. He debates every last point, inch, and degree, trying to advance his position by the evil and insidious technique known as Rules Lawyering.

- *The Liberated Brikwarrior* contents himself with a lot of hand-waving, estimation, and group consensus. If he finds out after the game that everyone did everything completely wrong, it is a source of amusement to him and nothing more. Exposure to Rules Lawyering causes him to writhe in pain.

- If *The Infantile Anorak* finds out his army is a few points smaller than his opponent's, he whines and cries and throws a fit, demanding reparations and using phrases like 'no fair' and 'cheater.'

- *The Principled Brikwarrior* pays so little attention to points that he never notices the disparity, and takes no interest in it when it is brought to his attention. 'No fair' and 'cheater' are not in his vocabulary.

- *The Unimaginitive Anorak* wants everything spelled out to the last detail and refuses to build vehicles or bases until their specific statistics and building instructions are provided to him!

- *The Smarter-Than-A-Pile-Of-Dung Brikwarrior* finds it impossible to believe that anyone would behave in this bizarre manner, even when witnessing it first-hand. The opportunity to build vehicles and bases of his own invention is what attracted him to BrikWars in the first place.

- *The Hypocritical Anorak* refuses to allow himself to be whacked upside the head with the Hammer of Discipline (described below) for being an Anorak.

- *The Sagacious Brikwarrior* has respect for divine justice and will always allow the Anorak to get whacked on the head for being an Anorak.

- *The Soulless Anorak* has no sense of humor and cannot cope with the fact that we just proposed whacking people with mallets. *The Fun-Loving Brikwarrior* takes it all in stride. Besides having a healthy sense of humor, he secretly agrees that the disease of Anorakism is best treated with a repeated application of blunt force to the cranium.

- *The Inconsiderate Anorak* takes no interest in the comfort of his fellow players and will disregard the importance of taking showers or brushing his teeth for days or weeks at a time. *The Courteous Brikwarrior* remembers to attend to any outstanding hygiene issues before associating with others. The best BrikWarriors go the extra mile by bringing doughnuts for everyone. If he brings doughnuts *and* beer, he can be as much of an Anorak as he wants.

- When happening across an infestation of Jaw-Jaws or Dimmies, *The Godless Anorak* never allows them to distract him from his primary objectives. He may even have sunk so low as to have a secret affinity for these creatures of pure evil.

- *The Righteous Brikwarrior* cannot tolerate such an affront to good taste and will drop everything to eradicate the Jaw-Jaw and Dimmy species.

BrikWars is a very flexible game and will accommodate the playing style of any group that does not include Anoraks, Jaw-Jaws, or Dimmies. A game of BrikWars may even provide the useful function of revealing one of these infidels hiding in your midst. As long as everyone keeps an open mindset and a creative attitude, you can have a great deal of fun fighting almost any type of plastic-brick battle scenario.

Optional Rule: The Hammer of Discipline :)

For, besides the things that have been said, the nature of peoples is variable; and it is easy to persuade them of something, but difficult to keep them in that persuasion. And things must be ordered in such a mode that when they no longer believe, one can make them believe by force.

–Niccolo Machiavelli, *The Prince*

Way back in the summer of 1993, we developed an invention that came to define all subsequent gaming experiences: the Hammer of Discipline. Created to promote philosophical purity through a systematic application of physical abuse, it became a symbol for the highest standard of chivalry and sportsmanship. It was eventually brought into play even in non-gaming situations, when the group agreed that the behavior of one of its members had been inappropriately callous, inconsiderate, or unfair.

To make your own Hammer of Discipline, head on down to your local hardware store and pick up a two- or three-pound rubber mallet, at least one foot in length but no longer than one and a half feet. Make sure it has a wooden handle so you can carve it with a dremel tool. Engrave the word 'DISCIPLINE' in large block letters along the handle, and fill in each letter with a permanent ink stain. Now you're ready to go. The mere presence of this tool at the BrikWars table is usually enough to prevent Anorak thought-crimes; however, do not hesitate to use it on any player who refuses to respect its authority. Lacking a hammer, you may substitute an appropriately-decorated wooden hockey stick.

There is one caveat: it would go against the very ideals symbolized by the Hammer to use it to whack someone appreciably smaller or weaker than yourself. To attempt to do so is itself a Hammer-worthy offense.

Introduction

Warfare is the greatest affair of state, the basis of life and death, the path to survival or extinction. It must be thoroughly pondered and analyzed.

– Sun-Tzu, *The Art of War*

0.1 A Brief Prelude

This game is the product of many hours spent playing with plastic building bricks. As such, it is pretty building-intensive - you are likely to spend at least twice as long assembling your vehicles, buildings and scenery as you will spend actually playing the game. Creations you spent days or weeks constructing will get blown to pieces in the first thirty seconds of battle. The plastic-brick enthusiasts among you enjoy those hours of construction for their own sake, and recognize that destruction is nothing more than an opportunity to build again. If the thought of having to build and design all your units from scratch frightens you, take heart - there are plenty of other wargames available that will more closely fit your style. Checkers, for instance.

Paradoxically, the true BrikWarrior considers BrikWars itself as nothing more than an afterthought, merely icing where the process of construction is the glorious cake. BrikWars provides a context for construction ideas to germinate, a social venue for models to be shown off and appreciated, and an entertaining way to return completed models unto the mess of component parts from whence they sprung, facilitating the return to that blessed intital phase of construction. Players who come to BrikWars for the wargaming aspect alone experience an early period of darkness, but if their exposure to the Brick can be prolonged they will become enlightened.

0.1.1 Rules

Any fool can make a rule, and any fool will mind it.
  –Henry David Thoreau

There are an awful lot of rules in this manual. Many players feel that this runs contrary to the spirit of playing with plastic building bricks. This is not actually the case. This opinion stems from a mistaken belief about the nature of rules.

Almost any person involved with the creation and enforcement of rules will try and convince you that you are obligated to respect and obey them - whether they are the rules to a typical board game, the local traffic

laws, the Ten Commandments, the laws of physics, your national tax code, or the Geneva Convention. This is simply not the case; rules have no inherent authority and human beings have no inherent obligation to respect them. Which rules you choose to follow, and to what degree, are entirely a matter of personal choice (although most people choose to remain blissfully ignorant of this fact). The consequences of breaking rules may be quite severe (which is why, for example, most people elect to continually abide by some form of the Laws of Gravity), but in many cases the crime is more than worth the punishment. The only danger when breaking a rule in BrikWars is the possibility of angering the other players; as long as you can keep them happy then you're encouraged to break and ignore as many rules as you like.

When you go to a restaraunt, do you order one of every item on the menu? Unless your name is Russel Agdern, the answer is no! You make a selection of items based on taste, budget, appetite, and whatever fad diet you currently follow. When you crack open a phonebook or dictionary, do you try and memorize every page? Of course not! You go straight to a specific entry, put it to whatever use is required, and more likely than not, forget all about it within a few minutes. If you're going to play BrikWars, you have to treat the rules like your collection of plastic bricks. Get a feeling for which pieces are available, choose the ones that best suit the model you are trying to build, and go. The pieces you're not using are best left in the box, but keep the box handy in case you need to make modifications later.

When you were a small child creating plastic-brick cities and castles, you didn't need any rules at all; your natural imagination was enough to keep things running. This is the aesthetic height to which BrikWars aspires. Unfortunately, as life progresses our minds are subjected to a steady bludgeoning from such things as public "education,"

The Rule Of Fudge

Fudge everything your opponents will let you get away with.

For instance, if two of your minifigs are playing catch, you could go so far as to calculate modifiers for range, posture of catcher, movement of thrower, the weight of a baseball, etc., and then make Skill Rolls for both the thrower and the catcher, but why bother? Unless one of your opponents raises some objection, just toss the ball from one minifig to the other and move on to something more important.

For some rules, like splitting turns into phases or limiting how sharply a vehicle can turn, it's better to decide before the start of the game how or whether you are going to use them (but there's nothing stopping you from changing your mind midgame if the group so wishes). For most rules, such as calculating NearMiss damage or Skill Modifiers, you will decide whether to employ or ignore them on a case-by-case basis, depending on whether any player thinks that the rule would make enough of a difference to be worth the extra effort.

While all BrikWars rules (except the Rule of Fudge) are optional to a certain extent, some rules are more optional than others and are separated into their own Optional Rules boxes. Players may pick and choose from these in order to best accommodate their particular gaming style. Some optional rules come highly recommended, while others will only be fun occasionally, or for players with unusual tastes. We have developed a rating system for Optional Rules, so you can tell which are fun for almost everyone and which are included only for completeness' sake or for unique situations - look for a face in the upper right corner of the Optional Rules box. These ratings are often subjective, and you should expect to disagree with a few of them.

gainful employment, bureaucracy, legal disclaimers, and tax forms. Our brains atrophy and we become dependent on the rules and regulations that are imposed on us. This is the only reason this rulebook is provided at all; it is a set of mental training wheels. The less you need to use it, the prouder you should be.

We've designed the system so that you can (and should!) safely ignore ninety-nine percent of the rules ninety-nine percent of the time. This is especially important for first-time players, for whom the rules in the later chapters of this book are simply too intensive to be appropriate. A group's first few battles should be simple and straightforward, in order to give players the chance to decide which of the Optional Rules they enjoy and which are a waste of time, and to establish the group's gaming style. Players that try to take all of BrikWars in one bite tend not to play a second time.

The majority of the rules are included to resolve arguments that may arise in unusual situations. If you can find quick and easy ways through less-conventional situations without heated debate, then you can avoid having to deal with these rules. Only the most foolhardy player will try to use all the rules, all the time; it will quickly become apparent which rules are essential, which will be reserved for occasional use, and which are never likely to be used at all. In BrikWars, only one rule is absolute:

If you have an argument over something for which we haven't yet created rules, make up new rules yourself and roll some dice. If you come up with some new rules that you're especially proud of, be sure and tell us about them and we'll be glad to steal your ideas.

0.1.2   Depth

In Italy for thirty years under the Borgias they had warfare, terror, murder and bloodshed but they produced Michelangelo, Leonardo da Vinci and the Renaissance. In Switzerland, they had brotherly love; they had five hundred years of democracy and peace and what did that produce? The cuckoo clock.

–Orson Welles

BrikWars is designed to quickly accommodate many levels of depth. The manual is divided into a series of Books, each book adding a layer of complexity. While you are encouraged to change, ignore, and make up new rules however you like, it can be a lot of work to wade through pages and pages of information, checking off exactly which rules to keep and which to toss. The Book divisions make it very easy: each Book represents an incremental jump in complexity, so by choosing a Book at which to stop, you can find your comfort zone very quickly.

Smiley Ratings

For those who like this sort of thing, this is the sort of thing they like.

– Abraham Lincoln

:) - Happy Face

An Optional Rule marked with a Happy Face is highly recommended. This rule is fun for almost all game types and playing styles and you should look for excuses to use it.

:P - Indifferent Face

Optional Rules marked with an Indifferent Face do not tend to make the game more or less fun. Playing the game using these rules may be almost equivalent to playing the game without these rules, or it may be that the benefits of these rules are counterbalanced by the extra effort involved to use them.

:(- Surly Face

Optional Rules marked with a Surly Face are usually more trouble than they are worth. These rules are included only to cater to unique playing styles or game types, or to solve arguments in unusual circumstances. You should try to avoid situations which would require you to use these rules.

Book Divisions

Book One: Skirmish introduces you to basic combat and a selection of infantry weapons and equipment. This gives you the freedom to set up a landscape and toss a few squads of Troopers at each other.

Book Two: Battle gives rules to let the Troopers interact more fully with their environments. It also gives guidelines for the construction of buildings and vehicles, and the heavy siege weapons you can use to arm them.

Book Three: War details the many types of specialized combatants, civilians, and other creatures which may become involved in your battles along with the generic Troopers.

Book Four: Campaign steps back and discusses the practical and real-world aspects of running a BrikWars game, and some of the stylistic decisions that can be made to change the overall nature of the game.

Supplements can be used or omitted at any level of depth; they are optional chapters intended to cater to specific battle scenarios. They are not included with this rulebook, but are or will be made available separately.

0.2   Some Assembly Required

You will need more than just this rulebook to play BrikWars. Fortunately, everything else you do need is something you ought to have anyway. If you don't have some of these things, go out and get them.

The Things You Will Need List

Plastic Bricks.   It just isn't much fun to play BrikWars without a good supply of plastic bricks. If your collection is limited, you can supplement it with soldiers, vehicles, and bases built out of paper, cardboard, clay, or any number of other materials. You can even use non-constructible units like green army men. However, none of these work quite as well as a really nice supply of plastic bricks. If you do go out and buy plastic bricks just to play BrikWars, make sure you get the high-quality ones and not some inferior clone brand or you'll be kicking yourself later and all the other BrikWars players will laugh at you.

Dice.   You will need some dice. Specifically, d6's, d10's, and d20's. If you are any kind of a wargamer, you will have no problem coming up with these. If you are a normal human being, you only have regular six-sided dice (d6's). You can buy the more exotic dice at your local gaming store. (If you really don't want to have to go out and buy special dice, you can convert any 1d10 to 2d6−1, and any 1d20 to 3d6, although this will screw up the odds to some extent. For more information on converting between different types of dice, see 0.3.3: Some Notes on Points and Pips.)

Paper And Pencils   We've done everything we could to make BrikWars a 'paperless' wargame, but these are still handy to have around if you need to do some quick math, pass secret notes, or draw mean pictures of the opposing general. You will especially need paper if you have designed heavily-customized vehicles, weapons, or troopers. If you draw up a sheet of paper with the important stats of all your unit types before the game begins, you won't have to re-calculate them or constantly refer back to the rulebook charts while the game is in progress.

Table.   Or some other playing surface, like a floor. Large battles have been known to range from table to floor, up and down bookshelves, and from room to room. If you are playing on an uneven playing surface such as shag carpeting, your soldiers will have a hard time standing up even if you mount them on 4 × 4 or 6 × 6 plates. (If they fall over frequently, you may rule that it's because the terrain is so rough and they are constantly tripping.) If you don't have a table or a floor, you can build one out of plastic bricks.

Terrain.   Terrain provides cover and scenery for the battle. Sometimes you'll want to build this out of plastic bricks, because it makes it a lot easier for your minifigs to stand up. You will often want more terrain than you can conveniently build with plastic bricks—fortunately, almost anything can be used for terrain. A pile of books makes a good mountain, a couch makes impassable cliffs, a blue sheet makes a fine ocean, a bookshelf makes a great bombed-out skyscraper, and your dog can be the terrifying 10-story Dogzilla monster. Set up pockets of plastic brick forests and plastic brick buildings and you're good to go.

　　If you don't build any terrain, and just play on a flat field, your infantry units will be at a severe disadvantage versus vehicle units. If you build extremely dense, rough terrain, like a jungle or ruined metropolis, infantry units will have a great advantage over vehicle units. The type of terrain you create will significantly affect game balance.

Measuring Device.   You can measure distance by counting the dots on the plastic bricks: three dots is about one inch. When you're checking to see whether the enemy CoffeeShop is within range of your ICBM or measuring the turning radius of an AircraftCarrier, it can be tedious counting all those dots—see if you can't get a tape measure or even a string marked off in inches. It's much better to have a flexible measuring device that can bend around obstacles than, for instance, a wooden ruler.

If you're not big on measurement, there are alternatives to using strict inches–see *Inches* under 0.3.2: Game Terms.

You may also want a specially prepared 30–60 triangle, if you decide you want to try some of the more advanced optional rules in Chapter Three: Advanced Combat.

Another Player.   You will need at least one opponent, unless you are really bored and want to play by yourself. If you do not have another player, you can construct one out of plastic bricks.

Some Free Time.   You should not play this game at work because you are supposed to be working. If you are in tech support or are a network admin it might be okay. If you are an airline pilot or a neurosurgeon, please wait until your shift is over. If you can find a way to build free time out of plastic bricks, be sure and let us know.

0.3   A BrikWars Glossary

0.3.1   Plastic Brick Terms

If you have been playing with plastic bricks for awhile, you know what a pain it can be sometimes to try and describe a specific piece to someone else. To avoid confusion later, we'll define some of the terms we'll be using throughout the rulebook:

PBB, Plastic Brick, or Plastic Building Brick.   A name for any kind of piece. We use this term in order to avoid using the copyrighted name of any specific company's plastic brick; the last thing we need is for them to get angry and set in motion a sequence of events that would require us to go through all the trouble and administrative overhead of arranging the deaths and maimings of an entire corporate legal department.

Dot.   Dots (some people call them *pegs* or *studs,* although *studs* is a word more appropriately used to describe BrikWars players) are those little circular pegs on the top of most bricks. A minifig has one dot on the top of his head. Dots are often used to measure horizontal distance in BrikWars. Three dots are approximately equal to one inch. Bricks are defined by their Dot dimensions; a 2 × 4 brick is one with two rows of four dots on its top.

Minifig (or Fig for short).   Short for *miniature figure.* A minifig is one of those little people with the yellow, smiling faces. Don't let their small size and cheery disposition fool you—they'll cut your heart out and eat it if you let them. A good-sized human heart can feed a minifig village for months.

Brik (not brick).   A Brik is the fundamental plastic building brick. Any rectangular brick of *normal* height (about three eighths of an inch) is a Brik. The height of Brix are often used as a unit of vertical measurement in BrikWars. A regular minifig, with no hat or backpack, is exactly four Brix tall.

Blok (not block).   A Blok is the classic 2 × 4 Brik. Because it is the most stereotypical plastic brick, it is used as the standard unit of mass. A regular minifig weighs one Blok.

Plate.   A plate is a much flatter version of a Brik. It takes several plates stacked atop one another to equal the height of a single Brik.

POOP. Short for *Piece with Only One Purpose.* Some PBB components are so specialized that there is really only one purpose you could put them to—for instance, a Jaw-Jaw head will never be anything but a Jaw-Jaw head. Many minifig equipment items are POOPs. (This definition is different from *POOP* as it it slung about on LUGNET™, where it is used to describe a Piece made Out of Other Pieces.)

Cylinder. A cylinder is like a 1 × 1 Brik except that it's round. If you end up using a lot of them as Pips (see below), you may end up calling them *Sillies* for short. Don't worry. This doesn't make you any less of a man.

Antenna. An antenna is a long pole with a one-dot base, four Brix high. The pole can be gripped by minifigs, and the base can be stuck to things.

0.3.2 Game Terms

Many of these game terms will be explained again at greater length in the chapters in which they appear, so don't worry too much about memorizing them right off the bat.

Aenorak. A player who allows his compulsive fixation on mathematics and legal semantics to detract from his own and other players' enjoyment of the game. The best known cure for this behavior is a continued exposure to plastic bricks. For a more immediate remedy, you will need the Hammer of Discipline, the shining beacon of truth and justice. Nothing induces the Anorak to reevaluate his mode of thought more quickly than a quick whack on the head with a shining beacon of truth and justice. (Foreword)

Sling.

> *I think he just got too attached to the power of BrikWars' ultimate weapon, the Sling.*
> –Eric Joslin, NELUG member

BrikWars' point statistics for slings were once severely unbalanced. Although they have since been repaired, the word *Sling* has come to stand for any glitch in the rule system which can become an object of abuse and fixation for Anoraks. (If you think you have found an unaddressed Sling in the rulebook, it is vital that you send us an email at rayhawk@artcenter.edu.)

What I Say Goes. Any argument in BrikWars that appears as if it may become significant may be quickly and easily resolved with a What I Say Goes Roll. This is a ritual of the gravest solemnity and should be preceded by a moment of silent meditation.

All players in the game, regardless of whether or not they are involved in the argument, roll one die. Whoever has the highest roll is granted unilateral authority to dictate the proper course of action. No further dithering or delaying is allowed at this point; it's more important that the decision is quick than whether it is *correct* or *fair.* This ruling is inviolable until at least ten minutes past the end of the game, at which point players may resume any debate which still seems important.

Anyone suspected of abusing the What I Say Goes rule may be subject to a whack with the Hammer of Discipline, but this does not change the inviolability of the ruling.

(The authority conferred by the What I Say Goes Roll may not be used to extort money, pizza, services, or other considerations or valuables from other players, because then you are gambling and may be subject to federal prosecution.)

Turn. A period of time in which a single player moves all the units he wishes to move and resolves all the attacks he wishes to make. (1.2: Game Cycle)

Round.   A longer period of time in which all players in the game have each completed one turn. Try not to confuse rounds with turns, or many of the rules will make even less sense. (1.2: Game Cycle)

Inch.   The distances in this rulebook are described in inches, but any other standard unit of measurement will do. You may choose to convert an inch into some number of centimeters or dots (three being the usual number, although you can experiment with larger or smaller numbers, depending on how large your playing field is). You might decide that the distance between the tips of your thumb and forefinger is six inches, and make estimates based on that measuring tool (thus giving the advantage to players with bigger hands). You can even veto all forms of measurement and simply make rough guesses if you are feeling especially lazy.

Unit.   Any person, machine, or installation that has the power to perform actions in the game. A soldier, a robotic tank, a computer-controlled machine gun emplacement, and a monkey are all units. A tree, a coffee mug, an assault rifle, and a dismembered corpse are not units unless magikally animated.

      The rulebook will occasionally make distinctions between a *unit* (an actor in the imaginary game-reality) and a *model* (the PBB   construction that represents the unit in physical reality). In the same way, a distinction will also be made between a *PBB* (a physical brick) and a *component* (the chunk of an imaginary construction that the PBB represents).

Skill.   The number of dice in a unit's Skill rating determine its chances of success in any endeavor the unit is able to attempt. Non-trivial actions are given a Usage Rating (UR), and a unit must roll this number or higher on his Skill dice, or suffer ignominious failure. This roll is called a Skill Roll. Different situations might add bonuses or subtract penalties from the unit's Skill Roll in a given attempt; these bonuses or penalties are called Skill Modifiers. The Skill Roll that you make when attacking a target is also called an Attack Roll. (1.3: The Trooper)

Armor (or AV for Armor Value).   This number, often a number of dice, tells how much damage a unit can take before being injured or destroyed. Every attack causes a certain number of dice of Damage. When struck by an attack, if the defending unit's Armor Roll is as much or higher than the attacking unit's Damage Roll, then the defending unit suffers no harm. (1.3: The Trooper)

Move.   This number describes the maximum number of inches a unit can travel in a single turn. Certain actions and situations will increase or decrease the speed at which a unit can move. Any effect that decreases a unit's Move is called a Movement Penalty, which is either expressed in inches (−MP") or as a percentage of total Move (−MP%). Some effects increase a unit's Move by a percentage; these are called Movement Bonuses (+MB%). A Movement Penalty incurred by an item carried by, mounted on, or stuck to a unit is called a Cargo Movement Penalty, or −CMP". Movement Bonuses and Penalties are cumulative. (1.3: The Trooper)

Cost (or CP for Construction Points).   Every unit, object, ability, or advantage in BrikWars is assigned a point cost, measured in Construction Points. By comparing CP values, you can see the relative value of different types and groups of units. (1.3: The Trooper)

Critical Roll.   Any time a player makes a Skill Roll or an Armor Roll, if all the dice end up on a one then the roll is an Automatic Failure. If all dice end up on their highest-numbered face (all sixes when rolling d6's, all tens when rolling d10's), then the roll is an Automatic Success. These are called Critical Rolls. (1.4: Basic Combat)

TekLevel (TL).

You can't say that civilization don't advance ... in every war they kill you in a new way.
—Will Rogers

TekLevel is a number that refers to an army or unit's teknological sophistication. A unit can make effective use of any weapon or equipment from its own TekLevel or earlier. One TekLevel later and they can use the equipment at −2 Skill Penalty. Anything more high-tek than that cannot be used for its intended function.

TekLevels in BrikWars are detailed as follows.

NearMiss. An attack that misses its target tends to strike in the neighborhood of the missed target. If there is a friendly unit in that general vicinity, it almost always gets hit. NearMiss rules are used to determine where the missed shot lands. (3.1.2: NearMiss Rules)

TekLevels

TekLevel	Age	Generic Trooper Types
0	StoneAge.	CaveMen–Clubs, big rox. Dimmies–juniorizing zombie venom, stupidity, freckles
I	ToolAge	TribalMen–Spears, shortbows, horses, ziggurats, tikimasks. JawJaws–explosive breeding, poisonous slime, the word meesa.
2	MetalAge	BronzeAge AncientMen–Chariots, pyramids, agriculture. Ancient-Gods–thunderbolts, sky fortresses, earthquakes
		IronAge ClassicalMen–phalanxes, marble columns, mounted archers. Faeries–pixie dust, pastel colors, faery magik.
		SteelAge: CastleMen–halberds, catapults, castles, heavy cavalry
3	RennaisanceAge	PirateMen–galleons, muskets, cannons, modern major generals
		NapoleonMen–dragoons, artillery, musketeers, funny hats
		FrontiersMen–wooden forts, minutemen, steam engines, rodeos
4	ModernAge	WorldWarTwoMen–machine guns, tanks, hydrogen bombs
		S.W.A.T.Men–sniper rifles, armored trucks, headset radios
		PostModernMen–stealth aircraft, cruise missiles, the Internet
5	SpaceAge	SpaceMen–phasers, spacefleets, force fields, holograms
6	StarAge	StarMen–death guns, energy blades, citystars, battlemeks
7	HyperAge	InterDimensionalMen–time machines, sentient planets
		GodMen–omnipotent continuum, ability to understand women

Explosion Damage. Any Damage Roll measured in d10s or d20s causes Explosion Damage. Explosions damage everything within their blast radius, and tend to set things on fire. (3.4.2: Explosions)

Burn Level. When an object is on fire, the Burn Level tells how violently the fire is burning. You can tell an object is on fire because fire-colored Brix will be piled all around it. (3.4.3: Fire)

Story. A Story is a measure of height equal to six Brix (or 2 and 2/8 inches), and is used to measure larger vertical distances like the altitude of planes, the height of buildings, and the splatter radius when your minifig falls off a cliff.

Blok-Inch (or b"). The unit of force in BrikWars (more accurately called Blok-inches per turn per round or b"/tr). One Blok-Inch is the amount of force required to accelerate an object weighing one Blok by one inch per turn, per round. (4.3.4: Shoving and Dragging Objects)

Power. The measure of a unit's strength. One point of Power is equal to five Blok-Inches (5b") of force potential. All minifigs, except where otherwise noted, have 1 point of Power.

Platform.   Any large construction. Stationary Platforms are called buildings. Mobile Platforms are called vehicles. (Chapter Five: Large Targets)

Siege Weapons.   Weapons that are too big to be troop-portable. Siege Weapons are designed to be mounted on vehicles or buildings, in order to blow up other vehicles and buildings. (Chapter Seven: Siege Weapons)

Civilization.   BrikWars armies are fielded by Civilizations of one form or another; most are fairly generic. Over time a player's Civilization may come to be associated with specific attitudes, strategies, personalities, and characters. (10.3.9: Campaigns and Diplomacy)

Character.   Most BrikWars units fit into certain generic categories. A Character is a unit with personality, with unique stats and abilities, who would be able to advance and improve over the course of several battles if it weren't for the fact that the mortality rate in BrikWars is extremely unforgiving.

0.3.3   Some Notes About Points and Pips

Every unit statistic (Skill, Move, Power, etc.) is rated with a certain number of points (some combination of numbers and dice). In later chapters, you will be given the option to buy or sell points from each of these statistics. If you want to know how many points a die is worth, in order to purchase more dice, or to convert between different types of dice, divide the number of faces on the die by two and add one half point. This will give you the average roll on that die. For instance, 1d6 is worth three and a half points, 1d10 is worth five and a half, etc. After all the dice's point costs have been added together, any fractions must be rounded up in the final total.

In general, when buying multiple points, buy dice whenever possible (e.g., buy +2d6 rather than +7 or +1d6+4). Skill Ratings, especially, should never include a number higher than +3; convert them to d6's. Remember that d10's and d20's are usually only used for weapons causing Explosion Damage, or for the Armor ratings of vehicles and buildings. For everything else, use d6's.

In order to avoid having to write things down, you can use a system of *Pips* to keep track of changing point values. 1 × 1 Brix or Cylinders make good Pips, since they are small, easily stackable, and common in every color. However, you can use anything you feel is appropriate. For vehicles or buildings, Pips are stacked on or next to the affected components. For minifigs, place the minifig on a 4 × 4 or 6 × 6 plate, and then stack the Pips behind the fig on this stand.

We've listed our preferred color choices for Pips below, but you may choose to assign any color Pip for any purpose.

Blue.   Blue Pips stacked next to a Flyer indicate its altitude in Stories. When keeping track of acceleration (4.3.2: Acceleration), a stack of blue Pips next to an object indicates the direction and velocity of its movement.

Red.   Red Pips are stacked next to Platform or landscape components that have suffered Structural Damage. If you decide to use a system of HitPoints for one or more of your Characters, you can keep track of them with a stack of red Pips. Whenever your Character loses a HitPoint, remove one Pip and leave it on the ground next to it, to give the battlefield a pleasing blood-stained appearance.

White.   White Pips indicate time limits, such as a bomb that will go off or a spell effect that will run out in a certain number of turns.

Grey.   A gray Pip is placed next to a unit that has been Stunned or Exhausted. A stack of gray Pips on or next to a Platform component indicate Functional Damage.

Black.   A black Pip is placed on a Platform component that has been disabled, or two black Pips if it has been damaged beyond repair.

Yellow. Rather than having to keep track of all the different colors of fire, stacks of yellow Pips can indicate Burn Levels in different areas.

Green. Green Pips indicate the Poison Level of a unit that is feeling the effects of disease or venom.

1

The Basic Guide

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

–Niccolo Machiavelli, *The Prince*

1.1   The Grand Overview

Regardless of the size and scope of the battle you're staging, every BrikWars game follows the same basic steps.

Pregame Setup

1. You and your opponent need to clear off a table or suitable flat surface on which to play the game. Hardwood floors are good for larger battles. Particularly huge battles may range over several pieces of furniture and into adjacent rooms.

2. Next you have to set up some sort of terrain for the game to be played on and in. This will determine much of the spirit of your battle. Flat, featureless plains are killing fields for infantry, offering them no cover from snipers and war machines. Dense jungles and urban ruins are impassible to most ground vehicles, and excellent staging grounds for ambushes and close combat. Unless you have some preference, a mixture of several terrain types is usually the most satisfying solution. You might use the fancy modeled terrain you can buy at your local gaming store (if you don't mind looking like a complete idiot for spending way too much money on flimsy pieces of crap), or you can set up piles of books and furniture as obstacles (this is quick and effective but detracts from the ambiance somewhat). The best solution, of course, is to build terrain out of plastic bricks the more, the better. No normal person will ever think you're cool because of the wargames you play, but if you can show them pictures of the really cool landscape that you built out of plastic bricks, you have a fighting shot at impressing people.

3. Now it's time to amass armies. Each team assembles as many soldiers, weapons, vehicles, and emplacements as are appropriate to the battle. Army size may be determined by Construction Point limits, by the size of the battlefield, by scenario constraints, or by ego. If your army size is limited by the size of your plastic brick collection, it means you need to go out and buy more plastic bricks. Armies do not necessarily have to be of equal or even remotely similar strength, especially if there are a large number of players. (In fact, when the armies are so disproportionate that it is clear from the

beginning who the eventual victor will be, the players on the losing team often have more fun; apparently they are less prone to competitive pettiness and more open to the simple joys of ultraviolence and mayhem.)

4. Finally, you have to place your troops and equipment. You can do this in any way that seems reasonable, as long as each side's initial placement is out of it's enemies' weapon ranges. Once all the players are satisfied with each other's setups, the battle can begin.

Sometimes the battle you're staging will require you to do these things a little differently. For instance, if one player has a base and the other player is assaulting it, the first player will place his troops in and around the base, while the other player will put his troops in the surrounding countryside. If there is some kind of ambush situation, troops might start out within each other's weapon ranges. If one side has the advantage of surprise, they will get the first turn. If one side has superior advance intelligence, the other side has to set up its troops first. Most of the time these changes will be pretty obvious; just go with your instincts.

1.2 Game Cycle

> *You can discover more about a person in an hour of play than in a year of conversation.*
> –Plato

Players alternate taking turns for the duration of the game (as you would expect). Victory is generally achieved when all enemy armies have conceded or been destroyed, although other victory conditions are possible, such as assassinating all enemy leaders, capturing all enemy flags, or escaping with the pirate booty.

Probably around half of all BrikWars games end with one side declaring victory, but oftentimes the groups playing BrikWars are more interested in socialization and the appreciation of one another's construction skill, and less interested in spending the extra hours required to determine an eventual victor. Again, these players often seem to enjoy themselves more than those who emphasize the competitive aspect of the game; they will finish four or five rounds and call it a night.

During a player's turn, he chooses a unit, moves it wherever he likes (within the limits of the unit's Movement rating), and makes whatever attacks he wishes (most units can only make one attack per turn). A player repeats this process for every unit he controls, and then his turn is over.

Optional Rule: Phases   :P

> *Thus, the victorious army first realizes the conditions for victory, and then seeks to engage in battle. The vanquished army fights first, and then seeks victory.*
> –SunTzu, *The Art of War*

Wargaming purists may choose to divide turns into strict Movement phases and Combat phases. This isn't really recommended, since it can get to be kind of a pain.

Movement.   The player whose turn it is moves all his troops and vehicles their allotted distances. Noncombat actions, such as operating computers, eating pizzas, and mailing letters are also handled during the Movement Phase. Bomb drops by Flyers and Collisions (including charging attacks with lances or spears) may be made at no penalty during this phase; any other attack made during this phase is taken as an Opportunity Attack, with whatever penalties apply (usually 2 to the Attack Roll).

Combat.   When all movement is complete, all the troops and vehicles that wish to make attacks may do so.

Optional Rule: Simultaneous Action   :(

Other wargaming purists may choose to have everyone take their turn at the same time. Each player handles the movement and attacks for one unit (or squad, if moving individual units takes too long) under his control, and then the next player handles the movement and attacks for one unit (or squad) under his control, and so on, until all players have moved all the units they wish to move (no unit may move more than once in a given round). This can become confusing in large battles, as players forget which units have moved and which have not you may have to put a white Pip next to each unit as you move it to indicate that it has used its movement for the round.

If players are real grognards, they can choose to play with both Phases and Simultaneous Action, each taking turns moving one unit at a time, and then each taking turns handling the attacks for one unit at a time. This can become incredibly tedious in large battles, and is not really recommended.

Optional Rule: Dual Action   :P

Normally, in a given turn, every unit can move once and attack once. If you wish, you may also decide that a unit has the option to spend its turn moving twice and not attacking, or attacking twice and not moving. A unit that moves or attacks twice in one turn may not make Close Combat counterattacks or take Opportunity Actions that round. Only *selfdirected* units (usually minifigs or wild animals) can take advantage of Dual Action; machines and animal steeds cannot

Do not try to use Dual Action and Phases in the same game; you will only experience frustration.

Optional Rule: Initiative   :P

At the beginning of each round, the players may roll dice to decide the order in which they will take their turns that round.

The player with the highest roll goes first, followed by the player with the next highest roll, and so on. If you decide to use this method, it is best to use a different color of dice for initiative rolls than for other game rolls. Each player sets his initiative die in front of himself with the number of his roll facing upward, and leaves it there for the duration of the round. In this manner, no one forgets the order of initiative or becomes confused about when the round is going to end.

An interesting variation on Initiative is Hidden Initiative, in which a number of folded slips of paper equal to the number of players are put into a hat, labeled *First, Second, Third,* and so forth. The order of turns is determined at the beginning of each round, by letting all players draw a slip of paper from the hat. Each player then keeps his number hidden until his turn actually begins.

1.3   The Trooper

> *What luck for the rulers that men do not think.*
> —Adolf Hitler

The Trooper is your most basic BrikWars unit. He will unquestioningly obey your every command and will carry out even the most suicidal orders to the best of his ability. Thanks to the regrettable quality of minifig public education, fear and selfpreservation mean nothing to him.

Depending on the setting, your Troopers might be islanders with spears, sailors with cutlasses, medieval swordsmen, gunslinging cowboys, spacemen with laser rifles, Indian braves, members of the local S.W.A.T. Team, elven archers, army riflemen, etc. the list is endless. The Trooper has been fully combattrained, and is proficient in the use of all weapons appropriate to his culture (e.g., a medieval knight would have no problem using a halberd, but would be hard pressed to use a semiautomatic rifle for much except as an unwieldy bludgeon).

BrikWars' system of unit classification is almost simple enough for a Dimmy to understand.

Classification. Units are introduced by their designation and a brief description of their battlefield function.

Move. This statistic describes how far a unit can move during a single round. In this case, the Trooper can move five inches. If you don't have a ruler handy, an inch is a little over three dots. Five inches is almost precisely sixteen dots.) A unit's Move rating may be modified by various types of Movement Bonuses and Penalties, which are covered in later chapters. Movement Penalties expressed in inches are subtracted directly from the unit's Move rating. Bonuses and Penalties expressed as percentages affect how far one inch of Move will take the unit. With a +100% MB, it only costs 1" of Move to walk two real inches, while with a 50% MP the unit will only go a half inch for every 1" of Move. If a unit suffers from enough Penalties to take the cumulative total to 100% or lower, it can't move at all!

Classification: Trooper	
General Purpose Disposable Infantry	
Move:	5"
Armor:	TL + 1 AV (min 2)
Skill:	1d6
Cost:	TL + 1 CP (min 2)
Specialty:	None
Ratio:	None (troop)

Armor. The Armor statistic (or *AV* for Armor Value) tells how much damage a unit can take from a single attack without ceasing to function. For minifig units such as Troopers, Armor's effectiveness increases with the unit's TekLevel (see 0.3.2: Game Terms.) Up through the Tribal Age (TL1), Troopers have an AV of 2. MedievalTroopers have an AV of 3. SpaceTroopers have an AV of 6. Some units in later chapters have a variable AV (like 2d6+2), which is rolled every time the unit takes damage. Rolls made using a variable AV are called Armor Rolls.

Optional Rule: HitPoints :P

Some players feel that the Armor system is oversimplified and unrealistic, and want to use a system of HitPoints instead. A moment of reflection on this problem immediately reveals that this is a dumb idea. Trying to keep track of the HitPoints of dozens of different minifigs and vehicles (not to mention buildings, trees, wildlife, rocks, etc.) would try the patience of a Buddha. If realism is this important to you, simulated combat using tiny plastic men is not the way to go. Go outside and spend a couple of hours beating each other up for real until you've either gotten these bizarre ideas out of your head or you realize that actual combat was the way to go all along.

If you have one or two Character units to whom you are especially attached, losing them in BrikWars' instantdeath system may seem unnecessarily arbitrary and traumatic. In this case, you may use a HitPoints system for these units only. In this way, you can avoid the suddenness of a crisp, clean death and instead enjoy watching your prize units suffer, weaken, wither, and die over a more extended period of time.

Every Character for whom you will be keeping track of HitPoints should be placed on a stand. Behind the Character, on the stand, build a stack of red Pips equal to three times the number of points in the Character's Armor rating. If there are dice in the Character's AV, you will need to convert them to points first (0.3.3: Some Notes About Points and Pips). If the Character is struck by an attack, remove one red Pip for every point of Damage it takes, and scatter the Pips around the Character as if they were blood. Under this system, a Character using HitPoints is more likely to survive a single large attack than under the Armor system; however, he can now be brought down by a series of small attacks, where under the Armor system he would be unharmed

For a Character using HitPoints, there is no difference between normal Damage and Stun Damage (3.3.6: Getting Stunned). When a Character's HitPoints have been reduced to half their original number or less, it is Stunned. If its HitPoints have been reduced to precisely one, it is Unconscious. If all its HitPoints have been removed, it is Extremely Unfortunate (some people call this condition *Dead*). If a Medik spends an entire turn treating a wounded Character, he can heal 1d10+TL HitPoints per turn (7.2.7: Medix).

If a player feels that one of the units belonging to another player is too heavily armored to kill in a single turn, he may demand that that unit be made a Character and its AV converted to HitPoints. He may make this demand even in the middle of a battle.

Optional Rule: DualSystem HitPoints   :(

A slightly more complicated solution is to convert only some of a unit's AV into HitPoints, leaving the rest as regular Armor. The most appropriate use of this would be to change a unit's *natural* AV to HitPoints, while leaving all his AV bonuses from equipment as regular AV. In this case, when the unit was attacked, only the Damage that exceeded the regular AV would be applied to the Character's HitPoints.

For instance, a unit with 1d6+4 AV could be converted to a Character with 1d6 AV and 12 HitPoints. If that Character took 8 points of Damage, he would first make his 1d6 Armor Roll,subtracting that from the 8 points of Damage. Whatever was left over would be removed from his HitPoints. If he rolled a 6 on his Armor Roll, then his roll was a Critical Success and he has avoided damage altogether.

Optional Rule: Monster HitPoints   :)

Even if you are playing a game with no Characters, you may decide to use HitPoints if a single unit (usually some kind of monster) has such a high Armor Value that it would be impossible for a player to do enough damage in a single turn to destroy it. In this case you are obliged to use Monster HitPoints. For Monster HitPoints, each pip counts as a number of regular HitPoints. What number you choose depends on how tough the Monster's armor is and how powerful the attackers are. (5, 10, TL, or 1d6 work well because they are easy to remember.) Attackers must do at least this much damage to remove each Pip; anything less bounces harmlessly off the Monster's armor. If, even under these rules, an attacker could not possibly do enough damage to hurt the Monster, a Critical Success on his Damage Roll will allow him to remove one Monster HitPoint.

Skill.   The Skill rating is a combination of dexterity, strength, training, reflexes, wits, and dumb luck. It determines a unit's ability to successfully make attacks or perform other actions. A unit's Skill rating must always contain at least one die; so for instance, a unit would have a rating of 1d62 rather than 2. A Trooper's Skill rating is 1d6.

Cost.   This final rating refers to the Construction Point cost to purchase the unit. Like Armor, the CP Cost of minifig units increases with each TekLevel. This is not because more advanced societies place more value in the life of a single minifig, because frankly, they don't. The increased cost is due to the additional training that is required to handle weapons and equipment of greater and greater Teknologikal sophistication.

If you are not keeping track of TekLevels, you can choose any number to serve as your Troopers' Armor and CP Cost statistics. 5 is the traditional value, but you may increase or decrease this depending on the speed at which you want the casualties to mount.

The cost of one Trooper does not include the cost of his weapons and equipment, which are covered in Chapter Two: The Trooper's Arsenal.

Optional Rule: Point Budgeting

> *Dollars and guns are no substitute for brains and willpower.*
> –Dwight D. Eisenhower

CP costs have been included for every type of troop, vehicle, weapon, and building, depending on the item's general usefulness in battle. You are in no way obligated to pay any attention to any of these point costs. There are three ways to deal with CPs:

1. Ignore CPs Completely (highly recommended)   :)

    Ignoring CPs will save you an inordinate amount of time and trouble, especially as your battles get larger. If you can possibly avoid having to tally points, do it. Your priority should be building a military force with personality and unique charm. If you spend too much time trying to squeeze the most

value out of every CP, you will end up with an army that is boring and generic, and you will have significantly handicapped your ability to enjoy the battle that follows.

To make this work, every player puts together as big an army as he wants to field, limited only by how much effort he wants to put into constructing buildings and vehicles. If there only two sides in the battle, then you're usually going to want the armies to be of roughly equal strength. Your best guess is probably good enough when you try to even them out no need to whip out the calculators. If there are more than two sides, it is much less important that the armies be of equal or even vaguely similar strength, as long as no one army or alliance obviously has more power than all others combined.

2. CPs as an Afterthought (second best)   :P

   If you are determined to field perfectly matched armies, have every side assemble however many forces they want, until everybody's got about the same amount of military strength (by your best guess). Wait until this point before you let anybody even think about CP costs. We mean it if somebody starts talking about their budget before they're done building, it's time for the Hammer of Discipline to make an appearance. If you don't have a Hammer of Discipline, you can build one out of plastic bricks.

   Once everyone is finished building, have them each add up the total cost of their army. Whichever total is highest becomes the new point limit, and the players whose totals are below that limit may, if they choose, add units and equipment to their armies until they reach the point total.

3. Specific PreSet CP Limits (avoid if possible)   :(

   In some situations, such as tournaments or BrikWars parties, players may be asked to assemble their armies at home and then transport them to wherever the battle is being held. In situations like this, the only way to assure evenly matched armies is to set a specific CP limit beforehand.

Optional Rule: Limited Point Budgeting   :P

Another way to avoid wasting time on point budgeting is as follows: put all your minifigs, animals, weapons, and equipment in a big pile. Players then take turns picking one item at a time from the pile (roll dice to see who goes first). When everyone agrees that they have as many items as they want, toss the remainder of the piles back into the containers. Players then start building armies out of the items they have chosen. If you put a weapon in a minifig's hand, he becomes a Trooper. A tool makes him a Mechanik, a suitcase makes him a Medik, and so forth.

In this way, you've built almost your entire army without spending a single point. Players should try to pick minifigs of their team's color if possible; if they can't, they should place them on stands of their team's color.

Once you're done putting your main force together, you can start paying attention to CP costs again in order to buy buildings, vehicles, robots, and supernatural units.

1.4   Basic Combat

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

There are two basic types of combat in BrikWars: ranged combat and close combat. Ranged combat takes place over long distances, using guns, missiles, rocks, decapitated heads, or whatever else comes immediately to hand. Close combat is when things get personal, and troopers take it upon themselves to engage each other one-on-one with hand weapons, fists, teeth, headbutting, elbowing, kneeing, kicking, tickling, and sitting on the enemy for extended periods of time.

The attacker chooses the weapon he wants to use and the target he wants to attack. An attacker may attack with one ranged weapon, with two hand weapons, or with any number of vehicle weapons, but each attacker can only focus on one target in any given turn.

For each weapon the attacker is using, he makes sure the target is within range of the weapon (in the case of Close Combat weapons, the attacker has to be able to touch the target with the weapon) and make an Attack Roll. He does this by making a Skill Roll (a Trooper would roll 1d6), plus or minus any Skill Modifiers that apply (you won't have to worry about these until you get into Chapter Three: Advanced Combat). If his modified Skill Roll is equal to or greater than the Usage Rating (UR) of the weapon, he hits his target; otherwise, he misses. (In trivial cases, such as a Trooper breaking a glass window with a BaseballBat, the Rule of Fudge dictates that you skip the Skill and Damage Rolls and just smash the window.)

When an attacker successfully hits his target, the attacking player rolls the Damage Roll of the weapon being used, and the defending player rolls the Armor Roll of the target. If the Armor Roll is equal to or higher than the Damage Roll, then the target survives unharmed; otherwise, it is destroyed (or damaged, in the case of vehicles and buildings).

Optional Rule: Variable Damage   :)

If you want to make taking damage a little more exciting, you can change what happens to a living or android target when the Damage and Armor Rolls are precisely equal.

If you are using Stun rules (3.3.6: Getting Stunned), then the target survives the attack but is Stunned.

If you are willing to get a little more complex, then if attacker is using a bladed weapon or a sufficiently largecaliber gun, the minifig target survives the attack but loses a hand, arm, or leg (defender's choice). The limb is separated from the minifig and placed on the ground nearby. Place two red Pips on or near the minifig to show that it is wounded and bleeding. The minifig takes 1d6 Stun damage from blood loss at the beginning of every turn thereafter, until he or another friendly minifig spends a full turn bandaging the wound. (If the damage was done by an energy-based attack, then the wound is instantly bandaged by the cauterizing effects of the energy weapon). Once the wound has been bandaged, the minifig must not exert itself (no running, jumping, climbing, or engaging in Close Combat of any kind) or the wound will reopen and must be rebandaged.

Optional Rule: Dimmy Kombat   :P

> *In case of doubt, attack.*
> –George S. Patton

If minifig combat is taking up precious gaming time that you'd prefer to devote to other tasks (vehicle combat, troop movements, scarfing down pizza and beer, etc.), or if you aren't prepared to deal with all the details and minutiae of even the Basic Combat rules (this is your first game, you have attention deficit disorder, you are hung over, etc.), then the Dimmy Kombat rules are the way to go.

In Dimmy Kombat, all troops fight with equal talent, and weapons are differentiated only by range. Regular hand weapons (knives, swords, hatchets) cost 1 CP. Polearms (spears, battleaxes, lances) cost 2 CP. Shortrange weapons (pistols, bows) cost 3 CP and have a range of 6"; longrange weapons (rifles) cost 4 CP and have a range of 12".

A Dimmy Kombatant gets one attack per turn, even if he has two weapons. When making attacks in Dimmy Kombat, you can forget all that crap about Skill, Damage, and Armor. As long as your minifig has a target within the range of his weapon, just roll 1d6 to make the attack. On a 6, the target dies. 5 or lower, the attack fails.

Dimmy Kombatants cannot make attacks with their bare hands; they must pick up some kind of weapon (almost anything will do, but objects larger than a Brik are too heavy to swing around for this purpose). Dimmy Kombatants cannot damage vehicles or buildings.

Additionally, you may decide to allow Dimmy Kombatants to use Dimmy Armor. Any removable armor item (helmets, shields, plate armor) can be bought for 2 CP and declared Dimmy Armor. If a unit wearing

Dimmy Armor is struck by an attack in Dimmy Kombat, he survives, but one piece of Dimmy Armor is removed and dropped on the battlefield next to the unit. That piece of armor is 'ruined' and cannot be picked up and reused by the unit or by other units.|

If you decide to use the Dimmy Kombat rules, ignore Chapter Two: The Trooper's Arsenal. Much of Chapter Three: Advanced Combat, and many of the special troop distinctions in Chapters Eight and Nine, will be rendered irrelevant and should be ignored.

Destroyed vehicles are ripped apart, and the pieces are scattered around the area in which the destruction occurred. (If players are very attached to their vehicle models they can elect not to rip their constructions apart.) Remove half the pieces from the playing field, leaving "realistic" debris behind. If a minifig unit is destroyed, leave his dead body wherever it falls.

You are encouraged to vary the method of destruction to suit the nature of the attack. A Trooper hit by a missile would leave scattered body parts and a spattering of small red pieces for blood. A grenade tossed in the cabin of a pickup truck would destroy only the front half of the truck. A blasted building would lose an appropriatesized chunk of wall. A Flyer hit by an experimental Annihilation Ray would just disappear.

Optional Rule: Critical Rolls   :)

> *I was a pitiful, pitiful dice roller in my youth, and occasionally fall victim to embarrassing relapses.*
> –Shaun Sullivan, NELUG member

If a player rolls a Skill Roll or a Damage Roll and all the dice end up on ones, the roll is an Automatic Failure, no matter how easy the task he was attempting. Contrariwise, if all the dice in a Skill Roll or an Armor Roll end up on the dice's highest numbers (i.e. sixes on d6s, tens on d10s, etc.), the roll is an Automatic Success, no matter how difficult the task. If there is a contest between two rolls, and both sides roll Automatic Successes or Failures, ignore the Automatic Success/Failure rules and just resolve the rolls normally.

Optional Rule: Better Critical Rolls   :)

There are a lot of situations where normal Critical Success rules lead to truly bizarre results (such as allowing a Trooper to punch his way through a mountain on one out of six tries). Especially for Skill and Damage Rolls, you may want to handle your Automatic Success rolls a little differently.

Any time one of the dice in a roll ends up on the die's highest number, you may add one more of that die to the roll. If the new die comes up on its highestnumbered face, then you may add an additional die, and so on, until you stop getting such lucky rolls. Damage added in this manner does not increase the blast radius of an Explosion or the Burn Level of a Fire.

2

The Troopers' Arsenal

... because there cannot be good laws where there are not good arms, and where there are good arms there must be good laws, I shall leave out the reasoning on laws and shall speak of arms.

–Niccolo Machiavelli, *The Prince*

2.1   Weapons and Equipment

The weapons and equipment listed in this chapter are divided into a number of major sections. Each section contains a table of statistics, descriptions, and sometimes special rules for the group of weapons or equipment that they detail. The table headings are as follows:

WEAPON or ITEM.   This column lists the name of the weapon or item being described.

TL (TekLevel).   Units with at least this level of technological sophistication will have no problem using this item. A unit one TekLevel below this number will be able to use the item with a 2 Skill Penalty (although not always completely a Crusader might be able to fire a musket but will have no idea how to reload it). A unit who is two or more TekLevels below this number will not be able to use the item for its intended purpose at all.

2H (TwoHanded).   If there is an X in this column, then the item requires two hands to use. The unit may or may not be able to carry the item with only one hand, but he must have both hands free before he can make use of it.

CP (Construction Points).   This column lists the number of Construction Points required to purchase this item.

RNG (Range).   The range of this item, usually in inches. If there is a CC in this column, it can only be used in Close Combat the unit carrying it must be able to touch it to the target.

UR (Usage Rating).   A unit needs to make a Skill Roll higher than this number to successfully use the item.

CMP" (Cargo Movement Penalty).   This item is heavy enough or clumsy enough that it encumbers the unit carrying it. The unit's Move rating is decreased by the number of inches listed in this column. If a unit is especially

19

strong, it is less affected by Cargo Movement Penalties. For every point in its Power Rating above the usual 1 Power, it can ignore 2" of CMP".

DAMAGE or EFFECT.   If a unit makes successful use of this item, it will either do the damage dice listed in this column, or have the effect listed in this column. A weapon listed as 'slow' may only be used once every other turn. Damage ratings marked with 'exp,' 'stun,' or 'fire' do Explosive (3.4.2: Explosions), Stun (3.4.4: Getting Stunned), or Fire damage (3.4.3: Fire), respectively.

Optional Rule: Quick and Dirty Armament   :P

Some people find BrikWars' long lists of weapon stats a little daunting. Players who choose to use more than four or five basic weapon types often find that they have to constantly return to the tables to confirm weapon stats, which can become a source of frustration for their impatient opponents. For this reason, we've created a supersimplified set of equipment statistics.

Using these simplified statistics will tend to affect game balance somewhat. For this reason it is better, although not completely necessary, that if one player uses the simple chart then all other players in the game also use the simple chart.

Equipment for the AttentionSpan Impaired

Item	CP	2H	Range	UR	−CMP"	Damage/Effect
Tool	3	—	—	—	—	Special
Knife	2	—	CC	2	—	1d6
Pistol	3	—	6"	3	—	1d6
Rifle	5	—	12"	3	—	1d6+2
Grenade	4	X	—	3	—	1d10+3 (exp)
Armor	1	—	—	—	−1"	+2 AV

These six item types can be used for almost anything you could want a minifig to carry. Damage types for the weapons may be changed to Stun, Fire, or Poison damage without affecting the other weapon stats, if one of those damage types is more appropriate to the specific weapon in use.

TOOL..   This covers any type of tool required by a specialist unit such as Medikal Equipment or a Mechanik's Repair Tool.

KNIFE..   Any hand weapon uses these Knife stats. Players must use common sense to decide whether the weapon requires two free hands.

PISTOL.   Any shortrange weapon, such as a sling or a revolver. Some items in this category, such as a shortbow, will require two hands to use. Any ammunition associated with a Pistol item (such as a quiver full of arrows) is free.

RIFLE.   Any longer-range weapon, such as an AK47 or a longbow. Any nonexplosive ammunition associated with a Rifle item is free. For a Rifle that launches explosive ammo, such as a bazooka, ammunition must be bought separately as Grenades.

GRENADE.   Any thrown weapon or Rifle ammunition that explodes or causes another kind of area effect, such as a Molotov cocktail or a flashbang grenade.

ARMOR.   Any armor item above and beyond a Trooper's basic helmet, including a shield, body armor, or a fancier helmet.

If you want one of your minifig units to carry an item that does not fit into one of the six categories, you will have to look up the item in the tables below as usual. Hopefully you will not need more than one or two such items.

2.1.1 Breaking Stuff

Any equipment item or weapon can be broken if it receives enough damage, or if it is used in a Close Combat attack and does more damage than its own Armor Value. This can often happen if a superpowerful minifig swings a weapon designed for lesser mortals, or if one minifig smacks another with an object that was not designed to be used as a weapon, such as a porcelain vase.

In general, the durability of an equipment item depends on what it is made out of.

2.2 Ranged Weapons

2.2.1 Pistols

Equipment Armor Values

Material	Color	Minimum TL	AV
Air, Water	Clear	0 (StoneAge)	0
Paper, Glass		2 (IronAge)	1
Ceramic, Tile		1 (TribalAge)	2
Stone, Leather		0 (StoneAge)	5
Wood, Bamboo	Brown, Tan	1 (TribalAge)	10
Iron	Gray, Black	2 (IronAge)	20
Steel	Gray, Black	2 (Medieval	30
Mithril	Shiny Gold	2 (Magikal)	40
Adamantium	Shiny Gold	5 (SpaceAge)	50
Energy	Transparent	6 (StarAge)	No Limit

> *Hokey religions and ancient weapons are no match for a good blaster at your side, kid.*
> –Han Solo

If you do not have any POOP handguns, almost any small piece with a handle can be made into a pistol. Just add cylinders and transparent bits until the pistol is as big and as fancy as you like.

If your minifig troops are equipped with more than one kind of pistol, you should come up with a good consistent way to tell different kinds of pistols apart. Either design a distinct style for each type, use a specific color of transparent pieces for each type, or find some other method that is easy to

Classification: Pistols
Light Antiinfantry Ranged Weapons

Weapon	TL	2H	CP	Range	UR	–CMP”	Damage
Pirate Flintlock	3	—	3	6”	3	—	1d6, Slow
Revolver	4	—	3	8”	3	—	1d6
Machine Pistol*	4	—	4	10”	2 (6)	—	1d6
Gyro Pistol*	5	—	4	12”	2 (5)	—	1d6
Impact Pistol*	5	—	4	10”	3 (6)	—	1d6+2
Siege Pistol	6	—	4	12”	4	—	1d10 Exp

*Pistols marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses.
(3.3.9: Automatic Fire)

remember and clear for everyone in the game. For instance, you might decide that a pistol made of one piece is a Gyro Pistol, a pistol with two pieces is an Impact Pistol, and a pistol with three pieces is a Siege Pistol. If you do not want to have to differentiate between different pistols, then limit your troops to one type of handgun.

After a Pirate Flintlock is fired, a minifig must spend a full turn reloading before the gun can be fired again. If you don't have any lowtek units on the field who need Pirate Pistols or Revolvers, you can use Pirate Pistol and Revolver POOPs as Machine Pistols or Gyro Pistols without fear of confusion.

At TL5 or above, all Pistols may be bought as Stun weapons, firing tranquilizer darts, beanbags, or some kind of stunbeam instead of normal rounds. A Stun Siege Pistol will create an explosive burst of Stun energy. Such weapons will do Stun damage to organic targets, and no damage to other targets.

2.2.2 Rifles

He who lives by the sword, will eventually be wiped out by some bastard with a sawedoff shotgun.

–Steady Eddy

Rifles are among the most versatile of weapons. Unlike a fragile Bow, Rifles can be used as Clubs or Staves in a pinch, or as makeshift crutches, pinions, splints, stabilizer struts, etc. If you buy a Saber or a Knife, you can attach it to the barrel of your Rifle at no additional cost, allowing you to use your Rifle as if it were a spear.

As with Pistols, if your troops are carrying more than one type of Rifle, you will need to pick a consistent way to differentiate between Rifle types. In future scenarios, many unlikely POOPs can be used as Rifles; laser crossbows, energy muskets, and phaser scorpions have all been popular weapons.

Classification: Rifles
Medium Antiinfantry Ranged Weapons

Weapon	TL	2H	CP	Range	UR	–CMP"	Damage
Pirate Musket	3	X	4	12"	5	—	1d6, Slow
Shotgun	4	X	5	12"	3	—	1d6+1
Machine Gun*	4	X	6	16"	2 (5)	—	1d6
Gyro Rifle*	5	X	6	16"	3 (5)	—	1d6+3
Impact Rifle*	5	X	6	14"	4 (6)	—	2d6+2
Siege Rifle	6	X	6	18"	5	—	2d10 Exp

*Rifles marked with an asterisk can be used for Automatic Fire at the UR listed in parentheses. (3.3.9: Automatic Fire)

After a minifig fires a Pirate Musket, he must spend a full turn reloading before he can fire again.

At TL4 and above, all Rifles can be bought as nonlethal Stun weapons affecting living targets. At TL5 these rifles can be bought as Stun weapons affecting electronic and mechanical targets, firing an ion blast or a scrambling magneton beam. All TL6 Rifles can switch on the fly between doing normal damage and firing Stunbeams that affect both living and mechanical targets.

2.2.3 Death Guns

If you are the type who enjoys mass destruction, you're going to want to pass out some of these heavy hitters.

A Cannon cannot be carried by minifigs. If you want to move it, it must be mounted on wheels and dragged around adding wheels to a Cannon incurs no extra CP cost. Cannonballs and Gunpowder must be purchased and transported sepa-

Classification: Death Guns
Troopportable Siege Weapons

Weapon	TL	2H	CP	Range	UR	–CMP"	Damage
Cannon	NA	10	16"	6	–3"	1d10+3 Exp
Bazooka	X	10	16"*	6*	–3"	Special
Death Gun	X	10	16"	5	–2"	2d20 Exp
Sniper Cannon	X	10	20"	5	–2"	3d6+4 Slow

*Bazooka stats marked with an asterisk apply when launching grenades or grenadesized objects. Damage will depend on the damage rating of the object being launched.

rately. It takes a minifig one full turn to load a Cannonball in the front of the Cannon, and one full turn to load gunpowder in the back; two minifigs working together can complete the two operations in one turn. To fire the Cannon, a minifig must have some means of lighting the fuse a torch is best, but a minifig may also light the fuse by shooting it with some kind of firearm.

The Bazooka can be used to launch any roughly coconutsized object, such as a water balloon or a human skull; mostly they are used to launch grenades and missiles. Unlike other guns, where minifigs are assumed to be carrying an unlimited supply of ammunition in their pockets, with Bazookas you have to build grenades and missiles out of PBBs and then have minifigs lug them around the field. This can make it somewhat inconvenient for your Bazooka troop to move around very much. It takes a full turn to pick up a fresh round and load it into the Bazooka.

When firing a missile, flames shoot out the back of the Bazooka and 45° to either side. The missile's 'Mk' number determines the number of inches the flame shoots backward and the Burn Level of the fire. For instance, a MkII Missile would shoot 2" flames that did 2d6 Fire damage.

The Death Gun is a ridiculously massive Rifle that shoots explosive bursts of superheated plasma. All Death Guns have some kind of Blade attached as a bayonet; these are free unless they are LightSabers. All attacks with Death Gun bayonets have a UR of 6.

The Sniper Cannon is a big Rifle with an extended barrel (attach an antenna to the end of a Rifle). It is a 'slow' weapon, because you have to stand still and aim for at least one full turn before you can fire it. However, every consecutive turn you stand still aiming at a target gives you a cumulative +1 Skill Bonus when you finally fire.

2.2.4   Explosives

A slipping gear could let your M203 grenade launcher fire when you least expect it. That would make you quite unpopular in what's left of your unit.

—PS Magazine, August 1993 issue, page 9

It's hardly a BrikWar if there aren't a healthy dose of explosions. Explosions are not always the most precise or elegant tactical solution, but they are almost always the most entertaining. Where a laser might put a little hole in a Trooper, a MkII Missile will not only inspire him to throw himself into the air and divide himself into his component parts, but all his buddies in the area will do the same thing. Now that's entertainment!

Classification: Explosives
Generalarea Demolition/Entertainment

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Gunpowder Barrel	3	X	3	—	—	−3"	2d10, Exp
Cannonball*	3	X	2	—	—	−3"	1d10+3 Exp
MkI Explosive	3	X	2 (4)	(20")	(6)	—	1d10+3 Exp
MkII Explosive	4	X	3 (6)	(22")	(7)	−1"	2d10 Exp
MkIII Explosive	5	X	4 (8)	(24")	(8)	−2"	2d10+3 Exp

*CannonBall stats are included for Troopers loading Cannons. CannonBalls cannot be thrown. () numbers in parentheses are for Missiles.

Explosives have four potential uses: as grenades, as bombs, as timed explosives, or as missiles (in the chart, the numbers in parentheses give the statistics for missiles). All types of explosives can be launched out of a Bazooka, except for Cannonballs, which must be launched from Cannons. Any nonmissile explosive will have a Range of 16" and a UR of 6 when launched from a Bazooka.

Grenades and bombs look about the same; you can tell them apart because bombs are attached to Flyers, while grenades are carried by Troopers. Grenades are cylindrical in shape, and increase in size depending on their Mk rating. It is usually a better choice to throw a grenade (3.6.3: Throwing Objects) than to set it off in Close Combat. A typical minifig can throw a grenade (Skill minus CMP") inches with a UR of 3.

Timed explosives are the same size as the corresponding grenades, but square instead of cylindrical. Timed explosives are coated with a special glue called "Glom." Once the Glom has been activated and the explosive is Glommed onto something, there is no way to remove it, so be careful where you put those things. It takes a full movement phase to arm the explosive, set the timer, and Glom it onto a target. You can even launch the explosive out of a Bazooka; it will Glom onto whatever it hits.

The timer of a timed explosive can be set to any number of turns, including zero (instant detonation). The timer counts down by one at the end of every turn of the player that set it. When the timer reaches zero, the bomb explodes. To keep track of the timer, you can set white Pips next to the explosive and remove one at the end of every turn.

Missiles are usually launched out of a Bazooka. In desperate situations, a Trooper can set off a missile by hand. He aims with a 3 Skill Penalty, and he is automatically hit by the thrust flames as it launches (1d6 times the Mk rating of the missile in Fire damage (3.3.5: Fire)).

If you roll a Critical Failure on the Damage Roll when attacking with Explosives (you roll all ones), it means the explosive failed to go off. This does not mean it is a dud; the explosive is armed and live. If someone tries to pick up the explosive to use again, a roll of 6 on 1d6 means that disturbing the explosive sets it off. Shooting such an explosive will always set it off.

If an explosive has not been armed, you may still attempt to set it off by shooting it. Multiply the explosive's Mk rating by 5. If you can do more than this amount of damage to the explosive in a single attack, the explosive is set off, despite the objections of whoever is carrying it at the time. Gunpowder Barrels will always explode when shot (by guns, not by arrows) or exposed to open flame.

2.2.5 Archery

Archery weapons can only be loaded by a minifig with a Quiver, although in a pinch a single minifig with a Quiver could keep a whole squad of archers supplied with arrows. Nocking an arrow in a bow takes no time at all. Quivers never run out of arrows or crossbow bolts.

A ShortBow is not a good weapon for foot archers, because its range is too short to keep attackers at bay. It is mostly useful

Classification: Archery
Lowtek Antiinfantry Ranged Weapons

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Quiver	1	X	1	—	—	—	—
ShortBow	1	X	1	5"	3	—	1d6−1
MediumBow	1	X	2	8"	4	—	1d6
LongBow	2	X	5	16"	5	—	1d6+2
CrossBow	2	(X)	3	8"	3 (2)	—	1d6+3 Slow
CompoundBow	4	X	3	10"	3	—	1d6+2

for hunting small game. However, put a horde of ShortBow archers on horseback and you have the formula for some of the most successful rampaging barbarians of TL12. Horses are fast enough to put the archers in range of the target and get them back out again before they are exposed to counterattack.

Most Bows require two hands to fire. A CrossBow's main advantage is that it can be fired with one hand or even by clockwork (typically when triggered by a tripwire). With one hand, a CrossBow is fired at UR3, but it is more accurate when using two hands (UR2). A minifig always needs two hands and a full turn to reload a CrossBow.

If an archer has a buddy standing nearby with a torch or other source of fire, the buddy can light the archer's arrows as he fires them. Damage from these arrows is converted to Fire Damage (3.3.5: Fire). The arrows must be fired on the same turn as they are lit, otherwise they burn up and light the bow on fire, which can be extremely inconvenient.

At higher TLs, if archery weapons are used at all it is common to attach grenades or other devices to the arrows. This does not cost anything beyond the cost of the grenades or devices.

2.2.6 Thrown Weapons

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

–Plutarch

Almost any object can be thrown to bonk opponents (for most objects, you can use the bludgeon stats for shovels or hammers). If you throw a hand weapon, us the regular stats for that weapon as if it were used in Close Combat.

Some weapons have Range stats marked with a +P. The range of those weapons is what the minifig's throwing range would be if he had that many additional points of Power. This range can never exceed ten inches times the +P number. For example, a Trooper using a Sling would have a range of 2d6", but even if he rolled an 11 or 12 his range would be limited to 10".

Bolos (weights attached by ropes, chains, or leather straps) and nets (with weighted fringes) are

Classification: Thrown Weapons
Lowtek Projectiles

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Hand Weapons			(Normal Weapons Stats)				
Little Rok	0	—	0	—	2	—	1d6−3 Stun
Big Rok	0	—	0	—	3	-(B)"	B × d6 Stun
Sling	1	—	1	+1	3	—	1d6 Stun
Bolo	1	—	1	—	3	—	−1d6 Skill
Net	1	—	2	—	3	—	−2d6 Skill
Boomerang	1	—	1	—	2	—	1d6−1Stun
Shuriken	2	—	⅓	—	2	—	1d6−1
Chakrum/Discus	2	—	3	+1P	2	—	1d6
AutoChakram	5	—	5	+2P	2	—	1d6+2
EngergyDisk	6	—	10	+2P	2	—	2d6

The range of thrown weapons is (Skill × Power)/Mass. Normal Troopers throwing normal weapons have a range of 1d6"(3.6.5: Throwing Objects)

designed to entangle and disable enemies. When a bolo or net first strikes a target, roll a contest between the weapon's damage and the target's Skill. If the target rolls as high or higher than the damage, then it escapes unhindered; otherwise, it becomes entangled in the bolo or net and falls over. The target may roll again at the beginning of every turn to try and untangle itself, or another friendly unit may help untangle the victim, adding its Skill to the victim's roll. The friendly unit may also cut the victim loose with a blade; this ruins the bolo or net of course.

To use a bolo, net, or sling, a minifig must be able to swing it around above his head. If there are any headhigh obstacles within one inch, the minifig does not have enough room to swing the weapon and must try something else. If a minifig rolls a Critical Failure when attacking with one of these weapons, he suffers the Ewok effect: he strikes himself with the weapon for full damage.

If a boomerang hits a target, it bonks it and falls to the ground. If it misses, it automatically returns to the thrower. The thrower automatically succeeds when trying to catch the boomerang.

Shuriken are bought three at a time and represented by the smallest onedot PBBs. A unit can carry as many shuriken as it likes, and can throw 2 per turn.

A chakram or discus is like a bladed DeathFrisbee. A unit throwing a chakram or discus can bounce it off of any number of objects, as long as the total distance traveled is not greater than the maximum range of the chakram. After each bounce, the chakram does 1 point less Damage, and the thrower must make another Skill Roll with a cumulative 1 Skill Penalty per bounce. If the chakram kills or destroys a target, it may slice right through the target without bouncing off of it, at the thrower's discretion. If the thrower attempts to catch the chakram, he automatically succeeds. If a normal chakram ever misses or does zero Damage or less, it falls to the ground. If an AutoChakram misses, it automatically returns to the thrower (or comes as close as its remaining Range will allow).

An EnergyDisk is like a super chakram. It can perform the craziest curves and loops the thrower wishes, allowing it to make impossible bounces and to hit impossible targets, as long as it does not travel farther than its maximum Range. If an EnergyDisk misses a target or runs out of Range, it automatically returns to the thrower.

2.3   Close Combat Weapons

2.3.1   Bludgeons

Just about any object can be turned into a bashing implement by a determined Trooper. However, bludgeons are pretty weak, so Troopers use them only if they have no other option. Bludgeons cause Stun damage to living targets, and normal damage to other targets.

If a Trooper goes into battle emptyhanded, he has years of unarmed combat training to fall back on. He will use his fists only if he has no other weapon, because the armor of enemy units can be pretty tough and the Trooper would prefer not to injure his hands.

Classification: Bludgeons
Bonking Weapons

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Fists*	0	—	—	CC	2	—	1d6-1 Stun
Hammer	—	—	—	CC	3	—	1d6 Stun
Shovel	—	X	—	CC	4	—	1d6 Stun
Club/Mac	0	—	1	CC	2	—	1d6 Stun
Staff	1	X	1	CC	2	—	1d6 Stun
BatteringRam	2	X	Sx	CC	6	—	P × 1d6 Stun

*A minifig can only use Fists if he has no other CC weapon. Do not try to punch anything harder than bamboo armor or you'll break your hand and look stupid.

Clubs include everything from maces and nightsticks to baseball bats and tree limbs wrapped in barbed wire. These can usually be represented by an antenna with a couple of cylinders stuck on it.

Staves happen when you let little kids come over and play with your PBBs, and they break the heads off of your spears and pitchforks. Little bastards!

BatteringRams are used by groups of minifigs to bash down large immobile objects like doors and walls. It is difficult to hit a moving target with the Ram; of all the units in the group swinging the Ram, the one with the least Skill must make a Skill Roll against the Ram's UR of 6 in order to hit a mobile target. A Ram's stats depend on how big it is. Each BatteringRam is given a Size Multiplier (Sx) based on the maximum number of minifigs who can grab and swing the Ram at the same time. The Ram costs Sx CP, and incurs SxCMP". To find out how much damage a BatteringRam does, add up the Power ratings of all the minifigs swinging it. The Ram does this many d6's of damage to its target.

Shovels and Hammers aren't weapons you buy, they are provided as templates for improvised weapons. If you try and beat someone down with something big and heavy like a Bazooka or a metal detector, use the Shovel stats. If you're swinging a toolsized object, like a wrench, a radio, the butt of a pistol, or a coffee mug, use the Hammer stats. Remember that if it's not designed to be used as a weapon, it will probably break when you hit someone with it. Most equipment items have an AV of 3; if you do more than 3 points of damage thumping somebody with them, they will break.

Most Close Combat weapons can be 'turned' to act as bludgeons. If a Trooper wishes to stun rather than kill a target, he can hit it with the butt of a pistol, the flat of a blade, the blunt side of an axe, etc. Weapons used in this manner will use the stats of the equivalent bludgeon.

2.3.2 Blades

I must say, to die with one's sword still sheathed is most regrettable.
–Miyamoto Musashi

When a Trooper expects to do some handtohand combat, he reaches for a blade. More deadly than a mace, less clumsy than an axe, and with a million battlefield uses including gutting and dressing opponents, shaving, and emergency whittling operations, a blade is the perfect companion for any Trooper.

The golden broadsword and, to a lesser extent, the katana, are not usually given to Troopers in the lower ranks. Because of their rarity and expense, they are held mainly by generals and kings. The shortsword, saber, and knife are given to the foot soldiers, and they do the job well enough, so who can complain?

Classification: Blades
Laceration Inducers

Weapon	TL	2H	CP	Range	UR	–CMP"	Damage
Knife	1	—	1	CC	2	—	1d6–1
Shortsword	3	—	2	CC	2	—	1d6
Saber	2	—	2	CC	3	—	1d6+1
Katana	2	—	4	CC	2	—	1d6+3
Golden Broadsword	2	—	5	CC	3	—	2d6+1
Chainsaw/Buzzsaw	4	X	3	CC	6	—	2d6+1
LightSaber	6	—	10	CC	2	—	3d6+2
Double LightSaber	6	(X)	20	CC	2	—	3d6+2

Chainsaws and Buzzsaws are excellent cutting tools but are very difficult to use in combat. The gyroscopic forces of the spinning blade or chain make it tricky to swing around with enough skill to hit an adversary (this was a painful lesson we learned during realworld testing). Usually, your troops will be using them against inanimate objects like locked doors and parked cars.

A LightSaber is a powerful weapon but very expensive. You don't want to hand these out to just anybody. Usually you find these only in the hands of the students of the Farce (either the virtuous JetEye Knights or the evil Syph Lords). If one has the Farce as his ally, he can use a LightSaber to do some pretty impressive things indeed. If one does not have the Farce as one's ally, one often ends up chopping off one's own limbs when swinging a LightSaber around.

A minifig can use a Double LightSaber onehanded as if it were a normal LightSaber. If the minifig is trained in the Farce and uses both hands, he can use the Double LightSaber to make two attacks per turn, even against different targets (a rare ability indeed); he can also defend against any number of Close Combat attacks at no penalty. If a minifig is not trained in the Farce, any failed roll made while attempting to use a LightSaber or Double LightSaber results in the loss of one hand, arm, leg, torso, or head (player's choice).

2.3.3 Spears

Spears are interesting weapons because they can be used for a number of purposes. Except for the lances, they can be used in close combat or thrown as ranged weapons. But those minor applications aside, the whole point of having a spear is taking a firm grip on it and running fulltilt at something. If you're riding a horse or a motorcycle at the time, all the better. If you just mount a bunch of spikes on the front of your station wagon, better yet.

The trident and the spear require two hands only when being used in Close Combat. A Trooper can throw them with one hand or tuck them under one arm and rush someone. If a Trooper is using a Trident in Close Combat, he may choose to disarm his opponent rather than dealing damage. He makes his Damage Roll vs. his opponent's Skill rather than Armor. If the defender is holding more than one object, the defender chooses which item is dropped.

Optional Rule: Getting Stuck   :P

Depending on your mood, you may decide that spears and axes get stuck in their targets. Every time a spear or axe does enough damage to puncture a target's armor, it incurs a 2" Movement Penalty on the following turn because the Trooper wielding it has to pull it back out again. If nobody 'unsticks' the weapon, the target is dragged around wherever the weapon goes, and vice versa.

Classification: Spears
Perforation Producers

Weapon	TL	2H	CP	Range	UR	–CMP"	Damage
Spear	1	(X)	2	CC	3	—	1d6 Max 10
Trident	2	(X)	3	CC	3	—	1d6+1 Max 10
Wooden Lance	2	—	3	CC	3	–1"	1d6* Max 10
Iron Lance**	2	—	4	CC	4	–2"	1d6* Max 10
Steel Spike	4	—	3	CC	2	—	1d6–1 Max 10

*Wooden and Iron Lances can normally only be used in Charging attacks.
**An Iron Lance is very heavy and can only be wielded by a minifig with a Power of 2 or higher.

A spear that is used in a Charging Attack (or held fast against an onrushing opponent) has the capacity to do a great deal of additional damage. First the Collision Speed between the attacker and target must be determined as in a regular Collision (4.3.6: Collisions). For each full 5" in the Collision Speed, the Damage Multiplier is increased by 1. If the Collision Speed is less than 5" then the attack is too slow to be a Charging Attack; the attacker may make a regular Close Combat attack instead if appropriate.

For every point in the Damage Multiplier, the attacker takes a 1 Skill Penalty due to the high velocity. The spear does its own Damage rating, mulitplied by the Damage Multiplier. If the resulting number is higher than the spear's Maximum Damage (listed in the Damage column), the spear does only that Maximum Damage and then shatters.

If a mounted soldier's Charging Attack hits the target but does not pierce the target's armor, then the soldier is knocked off of his steed.

2.3.4   Axes

Axes are good for some cheap Close Combat power and range. Unfortunately, at the higher end, they become kind of clumsy. Troopers who choose to carry axes do so more because of axes' frightening appearance than because of merely practical concerns.

Classification: Axes
Limb /Head/Torso Separators

Weapon	TL	2H	CP	Range	UR	–CMP"	Damage
Hatchet	1	—	2	CC	2	—	1d6
PickAxe	2	X	2	CC	3	—	1d6+2
BattleAxe	2	X	3	CC	4	–1"	1d6+3
Halberd	2	X	4	CC	5	–2"	2d6+1

2.3.5   Flails

In combat situations, whips and chains are disdained by normal Troopers, since they are not particularly lethal. Besides the fringe market of sadists, psychopaths, and other torture specialists, these products are primarily intended for lonewolf adventurers, because of their many useful secondary functions. All types of whips and flails can be used to grab objects, in order to (for instance) yank a weapon out of an enemy's hands, swing across a bottomless chasm, catch hold of a gargoyle as one is falling off a skyscraper, latch onto the bumper of a passing truck so one can enjoy being dragged over sharp gravel and rocks, etc. In order to grab an object or unit, a minifig simply has to make a normal Attack Roll with his flail. A successful roll means he has grabbed the object without damaging it (unless he is using a hook, in which case the object takes damage in addition to being grabbed). If a minifig wants his whip to let go of an object, it does so automatically like magic!

Lassos include every type of rope and vine. Leather whip stats can also be used for rubber hoses, although rubber hoses are not flexible enough to 'grab' objects. Flails can be any rope or chain with a weight on one end (nunchaku, morning stars, etc.).

As with bolos, nets, and slings, a minifig attacking with a flail must be able to swing it around over his head. If there are any headhigh obstacles within the ropelength of the flail,

Classification: Flails
Painful Welt Generators

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Lasso/Rope	1	—	(1)	CC	3	—	—
Leather Whip	1	—	(1)	CC	3	—	1d6 Stun*
Chain	2	—	(2)	CC	3	—	1d6 Stun
Flail	2	—	1+(1)	CC	4	—	1d6+1 Stun
Rope with Hook	2	—	2+(1)	CC	2	—	1d6

*A whip does Stun damage to unarmored flesh only. ( ) CP costs in parentheses indicate CP cost per 5" of rope length.

the minifig does not have enough room to swing the weapon and must try something else. (When using a Whip, the minifig must have one free inch to either side and half the whip length free to the rear.) Any time a minifig rolls a Critical Failure when attacking with a flail, he suffers the Ewok Effect, striking himself for full damage.

When dealing with very long flail, it may take more than one turn to 'let out' the rope to its full length. The minifig must have the flail coiled up before swinging begins. Each turn he may expand or contract the radius of his swing by up to 2"; this process requires two hands. (A Whip does not have to be 'let out' in this manner, although it does have to be coiled up before each use.) If the flail strikes a target or other object, the swing momentum is canceled and the minifig must coil up the flail and begin again. If the flail strikes a target or object more than 2" inside the radius of its swing, the rope wraps around the target and does no further damage.

2.3.6 Incendiaries

Give a man a fire and he's warm for the day. But set fire to him and he's warm for the rest of his life.
–Terry Pratchett, *Discworld*

Fire is scary stuff, and is a lot more complicated than most types of damage (3.4.3: Fire). Unless you're willing to put up with a lot of extra die rolls, you might want to avoid using Fire in your battles.

Firestarting equipment (flint and tinder, tinderbox, matches, lighter) never runs out of fuel, although if it gets wet (except for the lighter) it is ruined. It takes a long time to start a fire with flint and tinder or a tinderbox; each attempt

Classification: Incendiaries
Conflagration Catalysts

Weapon	TL	2H	CP	Range	UR	−CMP"	Damage
Flint and Tinder	0	—	1	CC	(6)	—	Starts Fire
TinderBox	2	—	1	CC	(5)	—	Starts Fire
Matches	3	—	1	CC	—	—	Starts Fire
Lighter	4	—	1	CC	—	—	Starts Fire
Torch	0	—	2	CC	2	—	1d6−1 Fire
Oil Flask	2	—	2	—	—	—	2d6 Fire 2 Puddle Radius
Molotov Cocktail	4	—	3	—	—	—	3d6 Fire 3" Puddle Radius
GreekFire/Napalm	2	—	5	—	—	—	4d6 Fire 3" Puddle Radius
FireBomb	3	—	5	—	—	—	1d10 Exp + 1d6 Fire
FlameThrower	4	X	6	8"	3	−2"	2d6 Fire*
PlasmaGun	5	X	8	8"	4	−2"	3d6 Fire*

() UR costs in parentheses must be rolled to light a fire. *FlameThrowers and PlasmaGuns can be used for FullAuto Automatic Fire at normal UR, with a maximum firing arc of thirty degrees. (3.3.9: Automatic Fire)

takes a full turn, and the minifig must make a Skill Roll against the equipment's UR in order to light a fire.

Torches never go out unless they are deliberately put out or doused in water.

Oil flasks, Molotov Cocktails, and GreekFire must be lit on the turn that they are thrown (or launched from a Bazooka). If they are lit but not thrown, or if they are shot or otherwise ignited by an enemy, they explode in the minifig's hands. If they are thrown but not lit, they create a puddle of fuel which can be lit at any later time.

To use a FlameThrower or PlasmaGun, minifigs must carry some sort of portable power source, fuel tank, or backpack canisters. If the minifig takes more than three damage in a single attack, a roll of 1 on 1d6 means the fuel source explodes. If the fuel source itself is the target of attack, than if it takes 3 or more damage it automatically explodes. FlameThrower fuel goes up in a 1d10 explosion; PlasmaGun fuel creates a 2d10 explosion.

Remember that any fire, including the stream of fire from a FlameThrower or PlasmaGun, burns everything nearby. Fires do full damage within one half inch, and damage is reduced by 1d6 for every half inch after that.

2.4   SpecialPurpose Items

2.4.1   Armor

Every now and then a soldier gets it into his head that he wants to live through the next battle. It's not very common. The usual Trooper is so excited about the chance to maim and kill other Troopers that thoughts of personal survival never have time to enter his head. When they finally do, it's time to either retire or pick up some armor.

At TL2 or higher, all Troopers and most other minifig units come equipped with a standard helmet, and this is already factored into their CP

Classification: Armor
Damage Deflectors

Item	TL	2H	CP	Range	UR	–CMP"	Effect
Shield	1	—	1	—	—	—	+2 AV
BigShield		—	2	—	—	—	+4 AV
PlateArmor	12	—	2	—	—	—	+1d6 AV
(No Helmet)	0	—	(–1)	—	—	—	(–1 AV)
(Helmet)	2	—	0	—	—	—	+0 AV
VisoredHelmet	2	—	1	—	—	—	+1 AV
HorseBlanket	2	—	2	—	—	—	+2 Horse AV
HorseHelmet	2	—	2	—	—	—	+2 Horse AV

cost and AV stats. If such a unit takes its helmet off, then you may apply the No Helmet stats. For a unit that does not come equipped with a helmet, do not bother with the No Helmet stats. They have already been factored in.

Shields only protect a minifig from attacks on one side. Imagine an infinite plane defined by the surface of the shield. If an incoming attack originates from the side of the plane away from the minifig, the minifig receives the benefit of the shield's AV bonus. If the attack originates on the minifig's side of the plane, he receives no bonus from the shield.

Optional Rule: Painted Armor   :(

Clothes make the man. Naked people have little or no influence on society.
                                                          –Mark Twain

Some minifigs have armor painted right onto their torsos. If so, a player may decide that these minifigs have an increased AV due to Painted Armor. This AV may be any amount, and costs 1 CP per +1 AV.

A player who decides to take Painted Armor into account must pick an AV bonus for each type of painted armor worn by minifigs in his army. This can be hard to keep track of even in small battles and so the use of Painted Armor is discouraged.

2.4.2 Equipment

Sometimes the nature of a battle will offer special opportunities to the soldiers that have the tools to take advantage of them. These are those tools. Or some of them, anyway. There are all kinds of tools you might think up. These are just a few that we like, but they are only provided as examples; you are fully encouraged to make up new kinds of equipment for your battles.

Classification: Equipment
Special-Purpose Items

Item	TL	2H	CP	Range	UR	−CMP"	Effect
JetPack	5	—	5	—	—	—	× 2 Straight-line Minifig Move
Parachute	4	—	2	—	—	—	Prevents Falling Damage
SuiteCase PsiAmp	6	—	10	5"	—	—	Controls Normal Peopl's Brains
Precision Tool	1	—	3	—	—	—	Some Specialist Need Tools
Skis	2	—	2	—	—	—	× 2 Move on Slick Surfaces
Flippers	4	—	1	—	—	—	Full Move Underwater
Container	1	—	1	—	—	—	Holds Stuff
Big BakPak	2	—	8	—	—	−1"	Contains Supplies
PowerPak	5	—	2	—	—	−1"	Provides 2 Power to One Device

Parachutes are great for deploying Troopers quickly, not just by dropping them from planes or spaceships but also by loading them into catapults, cannons, mass drivers and just launching them wherever they need to go. In TL4, parachutes are big bulky cloth things that can only be used once and from a great height. They are far more practical in TL5, thanks to AntiGrav teknology. TL5 parachutes are compact, reusable, and work in any conditions. An AntiGrav parachute is powerful enough to let a SpaceParatrooper carry a POOP vehicle with him as he falls.

SuitCase PsiAmps appear to be innocuous suitcases or medikal bags, but they are actually sinister Brain Control Devices that can be used to control any Civilians within five inches. This isn't as great as it sounds, because Civilians are pretty useless. If any Civilian falls under the influence of more than one Brain Control Device at the same time, he suffers an instant and fatal case of Exploding Head Syndrome.

Some units in Chapter Eight: Standard Combatants, such as Mechanix and Technix, need a set of Precision Tools to do the specialist jobs they were trained for. If you're just using normal Troopers, you won't need to buy any tools.

A container is any PBB that holds things, such as a barrel, chest, safe, or suitcase. If you want to use one of the small POOP backpacks as a container, go right ahead. A backpack like this can hold two small toolsized items, or one toolsized item and a bunch of gem and coinsized items. Since you can't really put anything in the small backpack piece, keep these items off to the side somewhere and try to remember which minifig's backpack they are supposedly in.

The larger adventurer's BakPak is like a magical cornucopia of mundane supplies. Any normal supplies you would expect to take on a hiking trip or safari expedition can be pulled out of this backpack at any time. A 5" rope, a magnifying glass, a sextant, granola bars, a compass, a first aid kit, fresh underwear and socks, notebooks, pencils, and signal flares are only a few examples of what you might find, depending on the TL. The BakPak contains no weapons unless they are bought separately.

PowerPaks are large bulky batteries that can be connected to large devices by a hose. PowerPaks add to a system's existing Power, and can be used cumulatively, but each PowerPak can only provide Power to one device at a time. It takes one full turn to attach a PowerPak to a specific device, but it can be detached instantly.

2.4.3 Communications Systems

Gongs, drums, pennants, and flags are the means to unify the men's ears and eyes. When the men have been unified the courageous will not be able to advance alone, the fearful will not be able to retreat alone.

–SunTzu, *The Art of War*

If you decide to play using communication systems, then every squad of three to five Troopers must be able to communicate with other squads so that orders can flow down the chain of command. A squad that falls out of communication becomes disoriented and moves at half speed.

Classification: Communications Systems
Information Translocation

Item	TL	2H	CP	Range	UR	−CMP"	Effect
(Yelling)	0	—	—	8"	—	—	Communication
Bugle, Drums	2	—	0	12"	—	—	Communication
Banner	2	—	0	*	—	—	Communication
(Hand Signals)	4	—	0	*	—	—	Communication
CB Radio	4	—	0	—	—	—	Communication

*Ranges marked with an asterisk are only effective with direct lineofsight contact but otherwise have unlimited range.

2.4.4 Magikal Potions

Magikal Potions of one kind or another exist in almost every age, although in more teknologikally advanced cultures they may be called by other names, like "stimulants" or "SynthoHormones." A magikal potion can be represented by a colored cylinder (or mug, or chalice) with a transparent colored gem on top.

Most potions have an effect that lasts for 1d6 turns. The best way to handle this is as follows. As soon as a minifig drinks a potion, place a white Pip next to him, indicating that he is feeling the potion's effects. At the beginning of every turn thereafter, roll 1d6. If you roll a one, remove the white Pip. The minifig will start to feel the potion's effects wearing off; the effects will last until the end of that turn and then cease.

Drinking more than one of the same kind of potion does not increase its effect or duration. A minifig can feel the effects of more than one type of potion at the same time however.

Koke powder is made by grinding the bones of incinerated Dimmies into a fine black charcoal. This powder is then added to a secret recipe of carbonated water and natural colors and flavors.

Jungle Juice is formulated from an extract of JawJaw blood. The JawJaws' regenerative enzymes have a bizarre stimulating effect on a minifig's muscular and nervous systems, allowing him to move and attack much more rapidly than would normally be possible.

Milk does a body good. Not only does it give a Trooper strong bones and muscles, it envelops him in a protective energy field. This field appears as a glowing white aura with large black spots and an occasional large pink udder.

Blue Bull is made by pulverizing glowing crystals that form in the depths of the ocean. While Blue Bull doesn't give a minifig wings, it does give him the ability to hover or fly around with a 5" Move. Scientists are baffled by this phenomenon.

Ginnis is mostly made from fermented barley, but a tiny percentage of every batch is soured in secret ancient vats which are home to colonies of magikal bacteria the likes of which have never been seen elsewhere. These bacteria give the drink such incredible curative powers that it cancels the effects of getting stunned or falling unconscious; it also

Classification: Magikal Potions
Physical Law Suspenders

Item	Color	CP	Effect
Koke	Red	1	+1 Power for 1d6 Turns
Jungle Juice	Green	2	+1d6" Move, +1 Attack, 1d6 Turns
Milk	White	1	+1d6 AV for 1d6 Turns
Blue Bull	Blue	3	Minifig Can Fly for 1d6 Turns
Ginnis	Black	1	Cures Poison, Reenergizes Unit
Yak's Blood	Brown	0	Dummy! Don't Drink Yak's Blood!

eliminates the corruptions of poison, fatigue, depression, low morale, and inhibition.

Yak's Blood is gathered by tapping yaks. No good can come of doing this.

2.5   Creating New Weapons and Equipment

If you would like to create new items or modified versions of existing items, it's easy to do. But be careful! The more different specialized types of objects you have in a battle (and this also applies to specialized units, vehicles, bases, and abilities), the harder and more timeconsuming it is to keep track of all of them. As you start spending more and more energy trying to keep track of all the details, you will find that you have much less fun playing. Especially when you are just starting out, keep everything as simple as possible three or four basic types of weapons, units, and vehicles should be enough for most purposes. After a few games you should have a good idea of how many different lists of statistics you can keep track of while still having a good time.

The easiest way to create a new item is to find the item in the charts above that most closely matches your new item in form and function. Then modify it according to the following chart. It is critical that you create the item you want first, and then work out its stats on the chart. Only an Anorak would first work out ideal stats from the chart, and then try to invent an item to match them.

You will get a better return on your CP investment if you create your custom equipment by improving the quality of a weaker item rather than by lessening the quality of a stronger item, but regardless you should choose the method that is more appropriate to the item you have in mind.

Classification: Armor
Damage Deflectors

Attribute Modified	Effect
TekLevel	× 2 total CP per −1 TL
2-Handed	+1 CP to make a 2H object 1H, −1 CP to make a 1H object 2H
Range	+1 CP per +4 −1 CP per -2"
CC Weapon Length	+1 CP per +1/2" of length −1 CP per −1" of length
Usage Rating	+1 CP per -1 UR −1 CP per +2 UR
Cargo MovePenalty	+1 CP per −1" −CMP" −1 CP per +2" −CMP"
Damage	−1 CP per −2 Damage +1 CP per +2 Stun Damage −1 CP per −4 Stun Damage +4 CP per +1d6 Fire Damage −2 CP per −1d6 Fire Damage +6 CP per +1d10 Explosion Damage −3 CP per −1d10 Explosion Damage +1 CP per +1 Poison Point −1 CP per −2 Poison Points
Armor	+1 CP per +1 Armor −1 CP per −2 Armor

If you create too many modified items, or modify an item too heavily, the other players may become resentful and suspect that you are abusing the system. Whether or not the abuse is real or imagined, suspicion and resentment impair a group's ability to enjoy themselves and you are therefore honorbound to avoid even the appearance of impropriety. It may become necessary for you to closely monitor your own thought patterns during preparation for a game and be prepared to apply the Hammer of Discipline to your own noggin when you feel tempted to go overboard with modifications.

It has been mentioned that by combining certain equipment modifications with specific Trooper Performance Modifications, players can gain an unfair advantages. Although the advantage is fairly slight, if you are thinking of doing this, stop reading now. You are not worthy of this game. For the honest BrikWarriors who remain, be careful to avoid modifying a stat in one direction in an equipment item that you modify in the other direction with Trooper Performance Mods, for the sake of other players' peace of mind.

If you cannot create your new item by modifying the stats of an existing item, then you must come up with the details and stats from scratch. Discuss your idea with the other players. As long as you can all agree on fair statistics and rules, you can invent as many new types of equipment as you like.

3

Advanced Combat

If your strength is ten times theirs, surround them; if five, then attack them; if double, then divide your forces. If you are equal in strength to the enemy, you can engage him. If fewer, you can circumvent him. If outmatched, you can avoid him. A small army that acts inflexibly will become the captives of a large army.

–Sun-Tzu, *The Art of War*

Under the Advanced Combat rules, things become a little more complex. An attacking unit still makes a Skill Roll versus the Usage Rating of his weapon, and if he hits, the target still makes an Armor Roll against the Damage. But in certain situations, the Skill Roll will receive Skill Modifiers making it more or less difficult to hit, and there are many different ways a target can take damage.

3.1 Ranged Combat

You can go a long way with a smile. You can go a lot farther with a smile and a gun.

–Al Capone

3.1.1 Ranged Attack Modifiers

There are a number of situations that affect the difficulty of hitting a target with a ranged attack. These situations are given Skill Modifiers, which are added to or subtracted from a soldier's Skill when firing. A positive Skill Modifier means the soldier is firing under advantageous conditions, and a negative modifier means the shot is more difficult than normal.

First of all, a soldier who wants to improve his chances of hitting a target can put some extra effort into aiming. If a unit stands still and aims for a full turn, he fires at +2 Skill. A soldier gets no bonus for aiming at a target he can't see.

A fast-moving or distant target is more difficult to hit, and stationary objects are easier to hit. A unit or object that has not moved for a Round or more is targeted at +1 to Skill. A unit that is moving quickly is targeted at −1 to Skill for every full 6″ it moved on its last turn. If a unit is moving quickly when it makes its attack, it fires at −1 to Skill for every 6″ that it moves during its turn. A unit firing at a target 15″ away or more has −1 to Skill, and an additional −1 for every additional 5″ of distance beyond 15″. If a unit attacks a target that is both distant and fast-moving, only the larger of the two Skill Penalties applies.

If an attacker cannot see a target (because he is blind, the target is behind cover, the target is invisible or cloaked, etc.), but knows or can guess where the target is, he can still try to shoot the target. If he knows *precisely*

where an unseen target is, he fires at −2 to Skill. If he knows where the target is within half an inch, he fires at -5 to Skill. If the target is behind cover, the damage from the attack must first punch through the cover, and then the remaining damage can be applied to the target.

Typical targets are assumed to be about the size of a minifig. If a target is very small, if it is behind enough cover that only a very small target area is exposed to attack, or if the attacker is aiming for a specific small area on a larger object, then it is harder to hit. If the target area is half the size of a minifig or smaller, it is attacked at −1 to Skill. If it is the size of a minifig's head or smaller, it is attacked at -2 to Skill. If it is the size of a minifig's hand or smaller, it is attacked at -3 to Skill. When calculating NearMisses, Skill Penalties from small target areas do not increase the MissedBy number. If the Skill Penalty from a small target area make the difference between a successful attack and a miss, the attack has a MissedBy number of 1.

Optional Rule: Friends in High Places   :)

Units attacking from an elevated position have a couple of big advantages over their lowly targets. First of all, whatever they are standing on is usually enough to offer them some kind of cover, while the targets below are left exposed. In fact, if the elevated units are lucky enough to have a Scout who can Target the units below, they can launch attacks over the edge without exposing themselves at all (8.2.2: Scouts).

Secondly, height gives many units a significant range advantage. Thrown weapons, archery weapons, Ballistix, and Mass Drivers all fire farther from an elevated position. When firing one of these weapons from a high point to a low point, only the horizontal range needs to be taken into account (ignoring the added vertical distance). What's more, for every full Story of height difference, two inches are added to the range of the attack.

When one of these weapons is used to fire at a target of the same height or higher, range is calculated as normal.

Optional Rule: Long Range   :|

Some players find it hard to accept that a weapon's effectiveness drops so abruptly from one hundred percent to zero at the weapon's Range limit. For this reason, players may decide to let damage and accuracy 'taper off' when a weapon's maximum Range is exceeded.

When firing at a target outside a weapon's maximum range, for every one inch past maximum range, the Damage rating is reduced by one die (if there are multiple dice left in the damage rating), or by one point (if there is only one die left in the damage rating). The attacker also takes a cumulative −1 Skill Penalty for every extra inch.

Players may choose a different number of inches for the tapering effect if it better suits the game style.

3.1.2   NearMiss Rules

In Basic Combat, when you fire a ranged weapon and miss, standard practice is to feel momentarily disappointed and then move on to the next attack. In Advanced Combat, there are a number of situations in which you'll want to know exactly where the missed shot went. If you fire a missile, it might miss by a few inches but still catch the target in the blast radius; if you throw a knife, you'll want to see where it lands so you can pick it up later. If you fire a laser at a base wall, you might miss the section you were aiming for but still hit another part of the base a few inches away. If you fire an assault rifle at a Trooper hiding in a crowd of bystanders, you'll want to see who the innocent victims are.

Any time you make a ranged attack (throwing, firing, or launching a weapon) and you fail the Attack Roll, you or any other player may demand that the NearMiss rules be used to determine where the shot landed. (If no one makes such a demand, it would be a waste of time to use the NearMiss rules; the shot disappears without a trace and you can move on to the next attack.)

Figure out exactly how much you missed your Attack Roll by–this is your MissedBy number. In other words, your MissedBy number is whatever number you needed to roll to hit, minus the roll you actually made.

The MissedBy number determines the maximum number of inches your shot may have missed by, depending on what kind of ranged attack you were making.

Referring to the Where Did It Go? chart, you can quickly determine the area where the shot potentially landed (limited also by the maximum range of the weapon). Where the Firing Arc says '45°' this means that the shot might have traveled in any direction up to 45° away from the direction the weapon barrel was actually pointing.

Where Did It Go?

Type of Attack	Maximum Distance	Firing Arc
Thrown Object	One Half (MissedBy)"	No Limit
Fired Minifig Weapon	1 × (MissedBy)"	45°
Siege Weapon	2 × (MissedBy)"	45°
Super Siege Weapon	4 × (MissedBy)"	No Limit

Fired Minifig Weapons include all minifig ranged weapons that can be fired, or minifig-scale projectiles that are launched by any means other than throwing them, as with a spearthrower, baseball bat, golf club, slingshot, etc.

How do you decide where in this target area the shot lands? The bad news is, you don't–your opponent does. (If you have more than one opponent, this will be whichever opponent controls or has the most vested interest in the target at which you were shooting.) Your opponent may choose any target within this area, including the original intended target or a different part of the intended target, but most often he will choose a neutral target like trees, the ground, or the sky. He may also target another unit that is controlled by you, him, or an ally of either you or him. He may not target units that are controlled by players that are not allied to either of you, although such units may be caught in the BlastRadius of an attack.

Your opponent may not choose difficult or impossible shots. Shots cannot travel around corners or boomerang around to strike an object from the far side (unless you were throwing a boomerang). Missed shots cannot be so 'coincidentally' precise that the objects they strike or the openings they pass through are smaller than half a Blok or so, unless the Attack Roll was a Critical Failure.

If you run the NearMiss calculations and there are no interesting alternate targets in the potential strike zone, assume that the shot flew off into the sky and hit nothing of any importance. If a weapon was thrown, drop the weapon on the ground in the vague area of the target. Move on to the next attack.

Optional Rule: Geometric NearMisses   :P

If you wish NearMiss rules were a little more consistent, you may want to use a geometric system instead of figuring inches after every shot. Your shot now misses by up to (MissedBy × 7.5) degrees, within the maximum range of the weapon, regardless of what kind of ranged attack you're making (except for Super Siege attacks, which can't really be handled geometrically since they are fired from outside the field of battle).

Most of you are already groaning at the thought of the protractors and straightedges involved, and that's why this rule is strictly optional. However, with a standard clear plastic thirty-sixty triangle (you'll want a pretty large one) and a little preparation, this is much easier than it may first seem and can actually be much quicker than the normal NearMiss system.

Once you have your plastic triangle, grab a permanent marker and a straightedge and prepare to deface your precision drafting tool. From each corner of the hypotenuse, draw long radiating lines in 7.5-degree intervals. By marking each line with its corresponding MissedBy number, you will be able to quickly place any shot with a MissedBy number up to 8. (If this explanation is unclear, please see the illustration in the corresponding section of the HTML rules at www.brikwars.com.)

If you don't have a 30-60 triangle, you can find angles with PBB slopes. The angle of a 1 × 2 sloped Brik is just about 45°, a 1 × 3 sloped Brik is slanted at about 30°, and a regular rectangular Brik has perfect 90° corners. Using these slopes as guidelines (singly or in combination), you can estimate any angle you might want. However, using this method is almost certainly more trouble than it is worth, and should be avoided except in emergency situations.

3.2 Close Combat

Don't hit at all if it is honorably possible to avoid hitting; but never hit soft!
–Theodore Roosevelt

There are a couple of situations that affect the difficulty of close combat as well. Except for those Skill Penalties having to do with speed, most of the modifiers for ranged attacks do not apply; there's little point in standing around aiming Close Combat weapons, and NearMiss rules do not apply (unless you're feeling ridiculous, in which case Close Combat attacks miss by up to MissedBy/4 inches).

The biggest difference between ranged combat and close combat is that every turn minifigs are locked in close combat, both of them get to try and whack the arms, legs, heads, and torsos off of each other. Every time one minifig attacks another with a close combat weapon, if the other one survives and has a close combat weapon of his own, he has the chance to counterattack. A minifig with two close combat weapons can attack with both of them in a single turn; if his target also has a second close combat weapon, he gets a second counterattack. Even if a defending minifig has more close combat weapons than the attacking minifig, he only gets as many counterattacks as the number of times he is attacked. If a minifig has both hands free, he can use his fists as a single close combat weapon (not as two separate weapons, unless he is a Ninja). In a pinch, most ranged weapons or pieces of equipment can be used as bludgeoning weapons, using the statistics for shovels and hammers.

A minifig wielding a long-hafted weapon (such as a spear, polearm, or battleaxe) cannot use it to attack anything closer to himself than half the length of the weapon. He may still use the shaft of the weapon to parry attacks.

Units using Close Combat weapons automatically hit when attacking inanimate targets like trees, mailboxes, dead horses, etc. If a unit is standing in or on a moving vehicle, he may attack the vehicle as if it were an inanimate object, unless he attacks a part that is moving relative to the part of the vehicle on which he is standing.

If there's one really tough guy on the field who's causing you trouble, you can send a bunch of your guys to gang up on him. The defender gets a separate set of counterattacks against each attacker, but every successive attacker incurs a cumulative −2 penalty to the defender's Skill and Armor Rolls. No more than four minifigs can gang up on a single enemy minifig at one time, otherwise it gets so crowded that they start hacking off each other's limbs by accident.

If a unit tries to break out of close combat, his opponents each get one free attack on him with one weapon, and he gets no counterattack.

Some special units have a Close Combat Bonus. This bonus is added to the unit's Skill whenever the unit attacks with or throws a Close Combat weapon, and it is added to their Damage Roll if they hit. It is also added to their Armor or Skill Roll when defending against a Close Combat attack, or against a thrown weapon.

A unit who is especially strong will do more damage with Close Combat weapons. If the unit's Power rating is more than one, multiply the damage from the Close Combat Weapon by the unit's Power rating. Remember that the weapon may break if it does more than its own Armor Value in a single attack (2.1.1: Breaking Stuff).

3.3 More Ways to Attack

We've given the Troopers a whole slew of weapons and toys with which they can blow each other to pieces, and yet they still beg for more ways to kill each other. You can't fault their dedication.

3.3.1 Attacking on an Opponent's Turn

> *When the opponent expands, I contract, when he contracts, I expand, and when there is an opportunity, I do not hit—it hits all by itself.*
>
> –Bruce Lee

If a soldier or unit did not make any attacks on his previous turn and is holding his weapon in a ready position, he can make an Opportunity Attack during his opponent's Movement Phase, when an enemy unit moves into his field of fire (becoming a Target of Opportunity). He fires at −2 to Skill, and cannot take any bonuses from aiming.

A soldier can avoid this −2 Skill Penalty if he specifically prepares to attack Targets of Opportunity at the end of his turn. This is useful when a player wants to have one squad provide cover for another when advancing through open terrain, or when he orders the troops manning the base guns to fire at anything that moves (outside the base, that is). You can tell a soldier is prepared to attack Targets of Opportunity because he is kneeling or lying down. Changing to a kneeling or prone position, or getting back up from one, takes 1" of Movement. To make a minifig kneel properly, turn his legs backwards.

In some cases, soldiers cannot kneel or lie down and still have a good shot at the area they want to cover; in this case, you must announce that your soldier is readying himself to attack Targets of Opportunity and put him in some kind of a ready position. Even if he is already in the correct position, getting ready for Opportunity Fire still takes 1" of Movement, and he must spend 1" of Movement returning to normal on the following turn before he can move normally.

Soldiers with Close Combat weapons may also attack Targets of Opportunity if they did not make an attack on their previous turn, although this is more rare. This attack is made at −1 Skill. If the Target of Opportunity then turns and attacks the soldier, the soldier may not counterattack with the weapon he used in the Opportunity Attack.

If an enemy unit moves to make a Close Combat attack on one of your soldiers, your soldier may take an Opportunity Attack on the enemy unit first, if your soldier's Close Combat weapon is significantly longer than the enemy's (e.g., a halberd versus a saber, a spear versus a hatchet, etc.). If the enemy comes within range of your soldier's Close Combat weapon but does not attempt to engage your soldier in Close Combat, your soldier may also make an Opportunity Attack. Close Combat troops who spend 1" of Movement preparing to attack Targets of Opportunity hold their weapons over their heads rather than kneeling.

Pilots driving vehicles may prepare themselves for Opportunity Fire if their vehicle is not moving. Gunners who have been at their posts for a full turn or more are always prepared for Opportunity Fire, unless for some reason they are at less than full alert. Computer-controlled guns can never prepare for Opportunity Fire, because even in the future, computers made of ABS plastic have slow reflexes and poor target-anticipation algorithms.

A soldier's legal field of Opportunity Fire includes whatever he can see, within the range of his weapon. A soldier's field of vision extends to 45° on either side of whichever direction his face is pointing. A Siege Weapon on a turret or hinge can fire at anything within the field of vision of the soldier controlling it, within the range of the Siege Weapon, within the range of how far the turret or hinge can turn to point at the target. A 'fixed' Siege Weapon (one not on a turret or a hinge) is limited to a 45° cone of fire, 22.5° to either side of the direction the fixed weapon barrel is pointing.

3.3.2   Responding to an Opponent's Actions

The army's disposition of force evades strength and strikes weakness. Water arranges its flow in accord with the terrain; the army arranges its victory in accord with the enemy. Thus the army does not maintain any fixed strategic configuration, as water has no constant shape. One who is able to change and transform in accord with the enemy and wrest victory is called spiritual.

–Sun-Tzu, *The Art of War*

During your opponent's turn, you should be thinking of ways to frustrate his plans and thwart his success beyond mere Opportunity Fire. If one of his trucks tries to run you over, jump out of the way. If his star frigate is about to fire turbodisruptors, raise the shields. If his boogieman is about to spot you, duck under the covers. Actions taken on an opponent's turn are called Opportunity Actions, and are most often taken to respond to an attack.

To respond to enemy actions, a unit must notice and recognize the action in time to take the proper response. If he sees an enemy point a rifle at him, he may have time to jump for cover; if he only hears the sound of the gunshot, it's already too late. It is up to the players to determine on a case-by-case basis whether the reacting unit would conceivably be able to respond in time. If this becomes a source of arguments that can't be resolved with a What I Say Goes Roll, disallow Opportunity Actions until you are ready to stop being a bunch of Anoraks.

To notice an enemy action in time to counteract it, it must occur within the unit's field of vision (determined by the direction his face is pointing). The exception is a unit on sentry duty, who will turn to investigate any unexpected noise. Soldiers attempting to move stealthily move at half speed; to hear them, sentries must make a Skill Roll versus a UR equal to how many inches away the soldier is. Units with the Stealth specialty, such as Ninjas, never make any sound and cannot be detected in this manner.

Once your unit has detected the enemy in motion, he must try and respond before the enemy can complete his action. This is resolved as a contest of Skill. If the enemy action requires a Skill Roll, then the enemy rolls his Skill versus the usage rating of the action he is attempting to take; otherwise, he makes a Skill Roll against a UR of zero. The reacting unit does the same, making a Skill Roll against the UR of the action he is taking in response, or against a UR of zero if his response does not require a Skill Roll. However, the reacting unit has a −2 Skill Penalty on this roll. Whichever unit's Skill Roll exceeds his UR by more, acts first (or more skillfully, if success depends on skill rather than speed, as it does when you are trying to dodge a car whose driver is trying to hit you). If both units' Skill Rolls exceed their URs by the same amount, their actions occur at precisely the same time.

A reacting unit can avoid the −2 Skill Penalty if he is properly prepared. He may specifically prepare himself to take a certain action at a moment's notice (much like a soldier preparing for Opportunity Fire), costing 1" of Movement to prepare and 1" to return to normal afterwards. He may also Focus on a single enemy unit or small group of enemy units, so that he may react instantly to their actions. This state also costs 1" to enter or leave. A minifig who is engaged in Close Combat or who is the recipient of a Close Combat attack or a Collision automatically Focuses on his attacker with no Movement Penalty, unless he was Focusing on someone else when he was attacked!

The most common Opportunity Action is to attempt to dodge an attack. The reacting unit rolls against a UR of zero; if he succeeds, he must jump a short distance away–one inch if he remains on his feet, or two inches away if he is willing to land in a prone position. This may allow a knife fighter to jump inside past the effective range of a halberdier, an outmatched fighter to escape from Close Combat, or an unpopular politician to dodge a sniper bullet. A unit attempting to dodge Automatic Fire must either jump out of the cone of fire or behind some kind of cover or his dodging will have no effect at all on his chances of getting hit.

A second common reaction, when there is no room to dodge, is to parry an attack with a weapon or piece of equipment. In this case, the parrying unit rolls against the UR of the weapon he is using to parry with. Ranged weapons can be used to parry as if they were Hammers or Shovels (depending on their size), although Bows will be ruined if used in this manner and Pistols are relatively useless for parrying. A very light weapon (such as a knife or a saber) cannot be used to parry a very heavy weapon (such as a battleaxe or a mace), and no

unit may parry the attack of a unit with a higher Power rating. If one weapon is much more powerful than the other, it may do enough damage to break the weaker weapon (2.1.1: Breaking Stuff). A weapon used to parry a blow cannot then be used to counterattack; however, if the minifig has a second weapon he may counterattack with that one. In this way, a minifig with two close combat weapons can gain the advantage when he is attacked by a minifig with only one.

3.3.3   Cumulative Damage/Combined Fire

If you have many units making attacks on a single target, you can decide that they are engaging in Combined Fire. After figuring out how many of the units' attacks hit the target, add all the damage together and roll it all at once. If this is not enough to destroy the target, you may have another unit or group of units fire on the target. The damage from this second group is not added to the Combined Fire damage of the first group, but it may be combined into a new set of Combined Fire damage.

If the target to which you are attempting to do Combined Fire damage is larger than a minifig, like a building or a Giant Agdern Monster, then all units participating in the Combined Fire attack must be attacking the same minifig-sized area of the target. If one or more of the units taking part in the attack miss the target area but come close enough to hit some other part of the target, the damage from their attacks are handled separately and are not included in any Combined Fire damage.

If your target has a high Armor Value, like a concrete embankment or a steamroller, it might be impossible for you to do enough damage in one turn to destroy it. Instead, you can choose to do Cumulative Damage over a series of turns. Every time that you do Cumulative Damage to a specific area on the target without destroying it, half of that damage (round down) is added to that area's Structural Damage. (Put red Pips next to the affected area to signify how much Structural Damage it has taken.) Different parts of the target may have different amounts of Structural Damage. Structural Damage is subtracted from the target's Armor Roll whenever that area of the target takes damage. This will allow (for example) Troopers to bash down doors with battering rams or to chop down trees with hatchets.

Optional Rule: Organized Attacks   :P

You may decide that units may only participate in a Combined Fire attack if someone organizes the operation - combined assaults can't happen at random. In this case, a minifig may only order a combined attack if:

1.   He is a Squad's communications officer (he has a radio), in which case any member of the squad within shouting distance (8") may take part in the combined attack.

2.   He is piloting a vehicle and has some means of signaling other vehicles (radio, a battle flag, a bugle), in which case any vehicle in communications range may join him in a combined attack.

3.   He is a hero, a champion, or some other sort of authority figure, in which case he can order any lesser units within communication range to join in the combined attack. If he has no communication equipment himself, hopefully he is within shouting distance of a unit who does. This unit may then relay the order and achieve the desired effect.

3.3.4   Automatic Fire

> *...the visual imagery of two Uzi-looking dark guns being held, clips extending out the side, and sweeping across an area ... well, that just tickles my American violence-craving funny bone.*
>
> –Shaun Sullivan, NELUG Member

As history progresses, new kinds of weapons are developed which have an extremely high rate of fire, significantly changing the tactics of battle. Rather than sighting a target and taking a shot, a soldier with an automatic weapon has the option of just spraying a whole area with gunfire and hoping he hits something important.

A typical automatic weapon has three fire settings: one-shot, three-round burst, and full-auto. Any Trooper can switch instantly between fire settings; Civilians unfamiliar with automatic weapons have to take -1MP" each time they switch settings, if they can figure it out at all.

An automatic weapon has two UR statistics. One-shot attacks use the first UR, and are handled as a normal ranged attack. Three-round bursts and full-auto shots are considered Automatic Fire, which uses the second 'Auto' UR listing in parentheses. Auto UR is higher than a weapon's standard UR, because a high rate of fire multiplies the effect of the weapon's recoil.

A three-round burst is used to attack a single target three times. Each round is rolled separately against the weapon's Auto UR, doing normal damage. If multiple shots hit the target, they do combined damage.

Full-Auto fire is used to attack an area rather than a single target. The area is determined by the range of the weapon and the arc through which the attacker swings the barrel. For every fifteen degrees of firing arc, there is a -1 Skill penalty to hit anything. (This is one more reason why it's nice to have a modified 30-60 triangle as described above in the Geometric NearMiss rules.) The attacker may attack as wide an area as he wishes, even to the extent of spinning all the way around, but keep in mind that the more area he covers, the less likely he is to hit anything important.

When a unit makes a full-auto attack, the player must make an Attack Roll for every destructible target in the attack area. He rolls against the weapon's Auto UR, minus the Skill Penalty for the size of the firing arc. Penalties for the size of target area and distance still apply; modifiers for speed and aiming do not. The attacker takes no Skill Penalty for firing at targets he can't see (this is a good way to take out snipers and stealth units). Friendly and neutral targets in the attack area are just as likely to take fire as the enemy units, so be careful!

If a troop weapon is used in full-auto fire, its clip is emptied and a minifig must spend a full turn replacing the clip before the weapon can be fired again. Fortunately, any minifig that carries an automatic weapon will always seem to have extra clips handy. Automatic Siege Weapons are fed with ammunition belts or high-capacity energy magazines and so can be used in full-auto fire every turn.

Using Full-Auto fire to attack an area is one of the few ways in which a unit is allowed to attack more than one target in a single turn. A unit may use multiple automatic weapons to attack the same area. It may not combine one Full-Auto attack with another Full-Auto attack targeting a different area, or with any non-Full-Auto attack.

3.3.5 Rasslin'

Units with arms and hands, or other grabbing appendages like robo-claws or crocodile mouths, can grab other units. If the target unit would prefer not to be grabbed, then both units must make a Skill Roll, plus any Close Combat bonuses they may have. If the defender is carrying or wearing any equipment that gives bonuses to his Armor (e.g. from a Shield or PlateArmor), those bonuses are added to his Skill Roll; if either combatant is carrying equipment that incurs a Movement Penalty, that penalty is subtracted from his Skill Roll.

If the attacker's roll is higher, then he has successfully grabbed the defender. If the defender's roll is higher, not only has the attacker failed to grab him, but if the defender wishes then he has grabbed the attacker instead. If the roll is a tie, then neither combatant has grabbed the other.

Once a unit has grabbed another unit, he may do with him as he pleases! If the unit is strong enough, he can pick up the other unit and throw him or use whatever pro-wrestling move he fancies. If he is not strong enough to lift the other unit, he can hold it in place (if he is as strong or stronger than the grabbed unit) or at least slow it down (since the grabbed unit is now forced to drag it around).

If a unit has been grabbed and is not happy with the situation, it may try to break free (unless it obviously has no ability to do so). The grabber and grabbee each roll as many d6es as they have points in their respective Power ratings. If the grabbed unit rolls higher than the unit grabbing it, then it has broken the grabbing unit's grip and can escape.

3.4 More Ways to Die

All say, 'How hard it is that we have to die' –a strange complaint to come from the mouths of people who have had to live.
<div align="right">–Mark Twain</div>

Besides the basic Attack Roll/Damage Roll sequence, there are a whole bunch of exciting ways for the eager general to get his soldiers killed, if he's willing to put up with a few extra rules.

3.4.1 Overkill

There is a certain elegance in treating a battle like a surgical procedure, prudently allotting forces in measured proportions to precisely eliminate each opponent and objective. Fortunately, elegance is a temptation that is easily resisted, and you will find a much deeper satisfaction in hitting your opponents with many times as much firepower as the situation really calls for.

A given target can only absorb so much damage before allowing the rest (called Surplus Damage) to continue unimpeded. If an object (or the part of the object in the path of the attack) is destroyed by an attack, count the number of dice in the object's Armor Value and subtract that many dice from the attack's Damage Rating, regardless of the relative sizes of the dice. If there is more than one type of die in the Damage Rating, start by removing the largest dice.

The attack continues along the same path (based on a straight line drawn from the attacking unit to the center of the target) until its Range is exhausted or until the extent of its Surplus Damage has been spent on successive targets. If the damage is the result of several units acting together in a Combined Attack, then you may have to compare several of these lines together to see how many of them hit any given target. There will be cases in which it will be ambiguous whether a target will or will not be struck by Surplus Damage; determine these cases with a What I Say Goes Roll.

Optional Rule: Ricochets   :P

When Surplus Damage spills over after overwhelming a target, the controller of the victimized target may decide that the attack was deflected in a new direction. How far the attack can potentially be deflected depends on how much of its damage was absorbed.

If the number of dice absorbed is fewer than the number of dice of Surplus, then the attack continues in a straight line.

If the number of dice absorbed is equal to or greater than the number of dice remaining as Surplus, then the attack may be deflected by as much as 15°.

If the number of dice absorbed is equal to or greater than twice the number of dice remaining as Surplus, then the attack may be deflected by as much as 30°. At three times as much, deflection may be 45°, and that is the limit for attack deflection resulting from impact on a single target. The player may choose any new target within these limits as if choosing a NearMiss target.

A successive ricochet is handled in the same manner, comparing the secondary Surplus Damage to the initial Surplus Damage rather than to the damage of the initial attack.

Although Surplus Damage will most usually apply to ranged attacks, it is also possible to do Surplus Damage with a Close Combat weapon, if a unit is strong enough and can swing a weapon through a large enough arc to hit multiple targets. The larger the arc of the swing, the more inaccurate it becomes. The attacker makes attack rolls as normal for the first 30 degrees of the swing, with a -1 Skill Penalty for the next 30 degrees, with a -2 Skill Penalty for the 30 degrees after that, and so forth.

If the Surplus Damage is caused by a large bludgeon or a collision, then living targets will take at most one level of Stun Damage before being knocked away a number of inches equal to the number of dice remaining in the Damage Rating of the attack. If the target cannot be knocked away because it is smashed into something like a wall or downward into the ground, then it takes the full damage without limitation.

3.4.2 Explosions

> *The bomb will never go off. I speak as an expert in explosives.*
>   –Admiral William Leahy, US Atomic Bomb Project

Units standing too close to an explosion may be caught in the blast radius. Any weapon with damage measured in d10's (regular explosives) or d20's (radioactive, plasma, or concussion explosives) does Explosion Damage.

When an explosion goes off, it does full damage to everything within 2", damage minus one die (d10s or d20s; d6es do not affect explosion radius) to everything within the next two inches, damage minus two dice to everything within two inches past that, and so on until there are no more dice. If multiple explosions occur in the same place, the ranges of the explosions are determined individually; their combined damage does not increase their area of effect.

Anything that is not nailed down when the explosion hits, regardless of whether or not it survives the explosion, will be knocked 1" away from the center of the explosion for every die of damage that it takes. Things that are nailed down, like trees and walls, will only be knocked back if they do not survive the damage.

Heavy projectiles such as CannonBalls or boulders launched from Catapults can hit hard enough to create explosions from concussion alone, but most explosions will be caused by some sort of chemical or energy reaction. The intense heat created in these types of explosions tends to set everything in the blast radius on fire. In such an explosion, for every die that comes up as an 8 or greater (on either 1d10s or 1d20s) in a target object's Explosion Damage Roll, the affected object's Burn Level gains 1d6. In this manner, the object's Burn Level may be raised higher than would normally be possible for the object. (When a Burn Level is raised to a bizarrely high level in this manner, it is customary to declare the object vaporized and remove it from play entirely.)

If a unit takes cover behind a wall of sandbags or a big truck or some other large object, it can avoid taking damage from the explosion. However, if the cover object is destroyed, or if it is knocked back far enough that it strikes the unit using it for cover, the unit will take regular explosion damage minus the Armor Value of the object he was using for cover.

3.4.3 Fire

> *There are five types of incendiary attack: The first is to incinerate soldiers in their camp, the second to incinerate provisions, the third to incinerate supply trains, the fourth to incinerate arsenals and magazines, and the fifth to disrupt formations.*
>   –Sun-Tzu, *The Art of War*

All good BrikWars players will admit to being pyromaniacs. You can't love destruction and not enjoy setting things on fire. Sadly, including fires in a BrikWars game can become a complex and time-consuming task and you will have to decide for yourself whether or not the benefits will outweigh the extra effort involved.

Regular Fires come in three Burn Levels: 1d6, 2d6, and 3d6. When an object catches on fire, pile a bunch of fire-colored brix around it so it is clear to everyone that it is on fire. For a 1d6 fire, a pile of yellow brix will do; for a 2d6 fire, yellow and red brix; for a 3d6 fire, use white, yellow, and red brix together. This way you'll have no problem telling how hot a fire is. (If you prefer, you may also stack pips or some kind of fire counters next to the burning object.)

In explosions, or when flammable fuels are present, hotter fires are possible and may appear in unusual colors. In these cases you will be obligated to use pips to keep track of objects' Burn Levels.

Anyone or anything that is on fire takes Fire Damage equal to its Burn Level (i.e. a 2d6 fire would do 2d6 of Fire Damage to its victim) at the beginning of each turn. If this damage is enough to destroy the target, it is burned down (if it is something like a tree or a grass hut) or burned to death (if it is something like a Trooper or a SpaceMonkey).

Any die that comes up a one on the Fire Damage Roll means that the fire died down one level (it loses 1d6 from its Burn Level for every die that comes up one). If the burning victim spends a turn rolling around on

the ground or getting sprayed with a fire extinguisher, the fire rating also goes down by 1d6. If the Burn Level is reduced to zero, the fire has gone out. If the burning victim jumps in a lake or is in airless space or is otherwise submerged in some liquid (excepting liquids like molten lava or gasoline), the fire goes out.

Any die that comes up a five or a six on the Fire Damage Roll means that the fire blazed up one level (its Burn Level gains 1d6), limited to the object's maximum Burn Level. How hot a fire can burn is determined by the size of the object burning. An equipment-sized object, like a book or a chair, burns at a maximum of 1d6. A minifig-sized object, such as a Trooper or a whole pile of books, burns at a maximum of 2d6. Large objects, such as trees, libraries, and FireTruks, burn at a maximum heat of 3d6.

For any object whose Burn Level has somehow been raised higher than its maximum Burn Level (usually resulting from involvement in an explosion), the object's Burn Level automatically loses 1d6 at the beginning of the object's turn, after the Fire Damage Roll has been made.

Objects soaked in gasoline burn at 4d6 as soon as they are exposed to heat. Jet and rocket fuels burn at 5d6, nuclear and plasma fuels at 6d6. The fuel quickly burns off, and the object's Burn Level automatically loses 1d6 per turn as above, until it reaches its normal maximum.

Anytime an object that is on fire touches or is touched by a flammable object, roll the first object's Burn Level. For every die that comes up six, the second object catches fire and gains 1d6 of Burn Level. (The second object's Burn Level cannot be raised higher than the first object's in this manner, nor can it be raised higher than its own maximum Burn Level.) Some things do not burn, like concrete or dirt or oceans. Some things explode when they burn, like dynamite, gunpowder kegs, combustion engines, and Hindenbergs.

If a fire is started on a large flammable object like a forest or a Roman slave galley, the whole thing doesn't go up all at once - the fire takes a little while to spread. On large flammable surfaces, a fire spreads horizontally by as many inches per turn as it has d6es in its Burn Level. It spreads twice this fast upward and half this fast downward. It is not a good idea to get too close to a fire - the flames extend for one half inch around the object at full strength; they lose 1d6 of Burn Level for every half-inch further from the object.

A living unit who is on fire is unable to focus on anything except the fact that it is on fire, and so may not make any type of attack, defend itself, operate heavy machinery, or see where it is going. Well-trained units will stop, drop, and roll; units with less presence of mind will run around in little circles while making that hilarious breathless shrieking noise that is unique to people who are being hideously burned to death. A unit with the Stealth specialty can resist this urge to shriek like a little girl; a Heroic unit may use a Stupendous Feat to ignore being on fire for a turn in order to take normal actions.

3.4.4 Getting Stunned

Certain conditions wear down a unit slowly rather than killing it outright. Effects from concussions, fatigue, poison, disease, hunger, and low morale are all lumped under the single heading of Stun Damage.

Most Stun attacks only work on certain types of targets - living beings and electrical systems being the most commonly affected (although clever attacks may produce Stun effects in other targets - a MonkeyWrench in a giant Robot's gears, for instance). If a unit takes more Stun Damage than its Armor, or a combination of Stun Damage and regular Damage that is more than its Armor, then the unit is Stunned or Exhausted. A Stunned unit has half Power (round down, minimum 1) and takes a -50% Movement Penalty. If a unit takes enough Stun Damage to Stun it when it is already Stunned, it is Disabled (in the case of machines) or Unconscious (in the case of living beings). If a Disabled or Unconscious unit is Stunned a third time, then it is killed or destroyed.

A Stunned minifig generally crawls around on its stomach; an Unconscious minifig lies on its back. This makes it easy to tell which minifigs are Stunned or Unconscious. If for some reason you need your Stunned minifig to stagger around in an upright position, put one gray Pip next to it so that you don't forget that it's Stunned.

To recover from Stun Damage, roll a 1d6 at the end of the unit's turn. On a roll of 6, an Unconscious or Disabled unit becomes merely Stunned, and a Stunned unit returns to normal. If the unit rests for a full turn (this is automatic for Unconscious units), a roll of 5 will also be sufficient.

Electrical systems recover from Stun damage normally. Purely mechanical systems cannot recover from Stun damage by themselves. A minifig with the Mechanikal Ability specialty can repair one level of mechanical Stun damage if it works on the affected component for one full turn.

Optional Rule: Extra Effort   :)

In a desperate situation, a unit can put forth Extra Effort, giving itself either an additional 5" of Movement or 1 point of Power. Even vehicles can be forced to put forth Extra Effort if forced to do so by a minifig with either the Piloting or Mechanikal Ability specialties. At the end of the turn, the unit must roll 1d6 - if it rolls a 4 or lower, then the unit is Stunned from exhaustion. if a Stunned unit puts forth Extra Effort, it can behave as if it were not Stunned, but at the end of the turn it must roll a 6 on 1d6 or it falls Unconscious.

3.4.5   Poison

Many units are susceptible to some form of poison. Minifigs and animals may be bitten by venomous snakes or struck with poisoned blowdarts. Computers and androids may become infected with ComputerViruses. Undead creatures may get spritzed with HolyWater. Sleeping princesses may wake up to find a Dimmy kissing them.

In each case, the poison does no damage on the turn it is received. The affected unit receives a number of Poison Points, indicated by green Pips stacked next to it. From that point on, every time the unit begins a new turn, it takes 1d6 Stun Damage for each point in its Poison Rating. For every die that comes up '1' in the Poison Roll, remove one point from the unit's Poison Rating - the poison has run its course.

If a Medik (or whatever type of specialist is appropriate to the type of Poison in use) gives Medikal treatment to a Poisoned unit, he can remove 1d6-3 points per turn from the unit's Poison Rating.

If a player wishes to create a poisoned weapon, it costs 1 CP per Poison Point. Whenever the weapon does damage to a vulnerable target, the target receives Poison Points instead of taking regular damage.

Any unit that bites or eats a unit that has been Poisoned or is Poisonous runs the risk of being Poisoned itself. Roll dice as if the biting unit had been struck by a poisoned weapon with as many Poison Points as are in the bitten unit's Poison Rating.

Some Poisons do not kill their targets but have other dangerous effects. These Poisons render their victims Exhausted and Unconscious in the normal manner but have a final stage other than death. These include paralytic and mind-control Poisons. Many supernatural creatures, such as zombies, werewolves, vampires, and Dimmies, have poisonous bites that eventually turn victims into zombies, werewolves, vampires, and Dimmies.

4

Interacting With The Environment

If we want to engage in battle in the countryside we must rely upon the strategic configuration of power. Utilize ravines to establish ambushes. Lacking ravines, we must conceal ourselves in the weather, darkness, dusk, and fog, going forth where they will not expect it, suddenly striking their indolent forces. Then we will achieve results

–Sun Wu, from the *T'ung Tien*

There's more to battle than a bunch of guys standing around shooting at one another. There are foxholes to dig, minefields to lay, traps to disarm, alarms to circumvent, beachheads to establish, provisions to secure, ambushes to set, leaflets to distribute, and big red buttons to push. No action that gives your army the slightest edge should be overlooked; no battlefield condition that may offer an opportunity should escape consideration.

4.1   Moving Around

When it is advantageous, move; when not advantageous, stop. Anger can revert to happiness, annoyance can revert to joy, but a vanquished state cannot be revived, the dead ruler cannot be brought back to life.

–Sun-Tzu, *The Art of War*

Generals have little interest in staging battles on bare asphalt plains. Without trees, innocent bystanders, and small furry animals to take stray bullets and get caught in explosions, troop morale becomes almost impossible to maintain. As such, the thoughtful commander will send the troops into locations where they will have the opportunity to contend with rough terrain.

Minifigs are not required to maintain strict military posture on the battlefield; depending on the circumstances, it may be necessary to run in a crouched position, commando crawl, or swim to reach an objective. Changing from a standing to a crawling position or vice versa takes −1" of Movement. Running in a crouch incurs a −25% MP. Crawling on all fours takes −50% MP. Commando crawling takes −75% MP. Swimming takes −50% MP, and swimming units may not rise or fall more than one Story (six Brix) underwater per turn. Movement Penalties from posture are not cumulative with Movement Modifiers from terrain; use only the more restrictive of the two penalties.

Minifig and vehicle movement rates are modified depending on the type of terrain over which they're moving. Moving up a moderate slope (30°, or 1 Brik per 3 Dots) incurs a −25% Movement Penalty, while moving up a steep slope (45°, or 1 Brik per Dot) gives a −50% Movement Penalty. Units moving down a moderate

slope receive a +50% Movement Bonus, and a steep slope grants a +100% Movement Bonus. Anything much steeper than 45° must be climbed over or fallen off of. Falling off a cliff takes no time at all.

Optional Rule:
Heavy Loads   :P

If you don't mind a little extra paperwork, you can add realism by adjusting units' Cargo Capacity as they travel up and down slopes.Units can carry heavier loads if they are going downhill, but must lighten their packs to go uphill again.

−CMP" is reduced by one quarter when traveling down a moderate slope, or by one half when traveling down a steep slope. −CMP" is increased by one half for units traveling up a moderate slope, and doubled for units traveling up a steep slope. Units falling off cliffs may carry as much as they like.

Movement Modifier Chart

Posture (Minifigs)		Slick Patches (Wheeled Vehicles)	
Crouching	−25% MP	Gravel, bumpy turf	−25% A/D, +25% Turn
On All Fours	−50% MP	Mud, standing water	−50% A/D, +50% Turn
Commando Crawl	−75% MP	Oilslicks, ice	−90% A/D, +100% Turn
Swimming	−50% MP		
Terrain Quality (All Units)		**Obstacles (minifigs)**	
Paved Road	+25% MB	<2" high	No Penalty
Water or Wetlands	−50% MP	2–5" high	−2" MP
		>5" high	Impassible
Sloped Terrain (all units)		**Obstacles (vehicles)**	
30° Uphill	−25% MP	< =1/4 wheel height	Full Speed
45° Uphill	−50% MP	< = 1/2 wheel height	−50% MP
30° Downhill	+25% MB	>1/2 wheel height	Impassible
45° Downhill	+50% MB		

Units traveling along a well-paved road or path receive a +25% Movement Bonus and +1 to any Piloting roll. Moving in, into, or out of liquid or swampy terrain (e.g. water, mud, quicksand, chocolate pudding) is done with a −50% Movement Penalty.

Ground vehicles on wheels or tires are especially vulnerable to traction loss on poor terrain. On gravel roads or while off-roading on especially bumpy terrain, these vehicles' Acceleration/Deceleration rating is reduced by 25%, and their Turn Radius is increased by 25%. In large patches of mud or standing water, A/D is decreased by half, while the Turn Radius is increased by half.

On an extremely slippery surface, such as an oilslick, ice, or a spilled crate of marbles, A/D is reduced by 90%, and the Turn Radius is doubled. The Pilot of the vehicle must make a Piloting Roll every turn; on a Critical Failure the vehicle loses traction and is Out Of Control. Minifigs walking on such a slippery surface must make a Skill Roll every turn. If they roll a Critical Failure, they fall over, regardless of how fast they were going. It takes a full turn to stand back up again.

Minifigs can jump half their height vertically and half their Movement in length. This is part of normal movement, and costs just as much as walking or running the same distance. Minifigs can hop onto or over any obstacle two Brix high or less at no penalty. Obstacles more than two Brix tall must be climbed over, which costs 2" of movement. Objects more than five Brix tall are impassible. Walk around them.

A vehicle's ability to drive over obstacles depends on so many factors that there's only one way to test it: run the vehicle into the obstacle. If the front bumper doesn't clear the obstacle, then it's a collision. If the obstacle hits the tires or treads of the vehicle (or the legs of the robot), then you may be able to drive over it. A vehicle can drive over objects up to one quarter the height of its tires, treads, or legs at full speed; objects up to one half this height can be driven over with a −50% MP. Once you've gotten the front tires over the obstacle, check to make sure the chassis between the front and back tires has enough ground clearance–if your vehicle 'bottoms out,' you're stuck there!

A Ground vehicle will 'catch air' if it moves quickly over the transition between an uphill slope and level ground. If v is the velocity of the vehicle and r is the angle of the slope, then the vehicle will be in the air

for (v sin(r)/4) turns, the horizontal distance the vehicle will travel during that time is equal to (v²sin(2r))"/8, and the vehicle's highest altitude will reach (v sin(r))²"/8. But who wants to do all that math? Just make estimates based on this handy chart.

Jumping in Ground vehicles is an inexact science at best, and so a rough estimate is good enough when figuring out where they land. Vehicles jumping between two surfaces of different vertical heights will fly farther or shorter distances than indicated on this chart; you will have to make a judgment call for each specific case. You may have to make a Piloting Roll and use NearMiss calculations to decide where the vehicle lands on very difficult jumps. A ground vehicle cannot turn, accelerate, or decelerate while in midair. If the vehicle was turning when it left the ground, it will continue rotating while in the air; this will also depend on the judgment of the players.

Ground Vehicle Flight Chart

Slope Angle	Vehicle Speed			
	5	**10**	**15**	**20**
15°	1" Away, 0.2" High 0.3 Turns	6" Away, 0.8" High 0.6 Turns	14" Away, 1.8" High 0.9 Turns	25" Away, 3.3" High 1.2 Turns
30°	2" Away, 0.7" High 0.6 Turns	10" Away, 3.1" High 1.2 Turns	24" Away, 7.0" High 1.8 Turns"	43" Away, 12" High 2.5 Turns
45°	3" Away, 1.5" High 0.8 Turns	12" Away, 6.6" High 1.7 Turns	28" Away, 14" High 2.6 Turns	50" Away, 25" High 3.5 Turns

4.2 Non-Combat Action

Besides keeping his armies well ordered and exercised, the prince should always be out hunting, and through this accustom the body to hardships; and meanwhile he should learn the nature of terrain, and recognize how mountains rise, how valleys open up, how plains lie, and understand the nature of rivers and marshes - and in this invest the greatest care.

–Niccolo Machiavelli, *The Prince*

Strictly speaking, there is no action that can truly be considered non-combat action, and if there were then it would have no place in BrikWars except to serve as a cautionary example. Every type of action can be made to further the victory of one side or another. However, some actions are less overtly aggressive than others.

Moving and attacking are sufficient for the contentment of any Trooper, and any actions that take time away from these two behaviors are liable to make them unhappy. Sadly, the needs of victory often take precedence over the concerns of morale, and Troopers must sometimes act against their better instincts and take a Non-Combat Action. Almost anything that a normal person can do, a Trooper can do.

Usually a Trooper can perform a Non-Combat Action without any trouble. If for some reason you want to try something that seems especially difficult, you and your opponents will have to decide on a difficulty rating for it (on a case-by-case basis) and then roll a Skill Roll against it.

There are all kinds of Non-Combat actions. Civilians go around making small talk and attending to their dreary, casualty-free careers. Slaves traipse about picking up the debris of battle. Medix attend to the vivisection of the dying. Soldiers try to disarm the MkIII Explosives that inevitably get glommed to their heads.

Most Non-Combat Actions cost 1" of movement. That is to say, taking that action took a little bit of time, and now the soldier has a little less time to spend on moving around. Things like pulling a lever, opening a door, standing up or sitting down, and picking up or setting down objects fall into this category. Other actions may take a whole movement phase and possibly prevent a unit from making any attacks that turn, such as operating a computer, taking off a pair of pants, or chewing out a soldier when you bust him back down to private. If the action is something that a soldier could still do at a dead run, then it doesn't slow him down any. Actions like this include shouting orders, dropping an object already in hand, sneezing, slapping oneself about the face, etc.

Troopers driving vehicles don't usually take a lot of Non-Combat Actions, because they're busy driving vehicles. In the event that a driver needs to take a Non-Combat Action while driving, the rules are a little different. Any action that would normally take a −1" movement penalty now doubles the vehicle's TurnRate. Any action that takes a whole turn prevents the driver from turning, accelerating, decelerating, or firing weapons.

4.3   Brik Physix

A successful person is one who can lay a firm foundation with the bricks that others throw at him.
–David Brink

Wargaming is fun, and building with plastic bricks is fun. What if you could do both at the same time? Now you can! There's no reason the building has to stop when the fighting begins. Plastic bricks offer the enterprising commander a chance to modify the terrain in far more constructive ways than just blasting craters in it and littering it with smoking debris. Slaves can be sent out to collect loose Blox and pile them into walls for fortification or stairs for overcoming obstacles. Mechanix can scavenge the debris from crashed vehicles to build "like-new" machines. Medix can gather up the body parts of their deceased comrades and sew up some temporary vivisect zombies. What other wargame offers that kind of interactivity? Here are the rules that tell you how to get those bits where you want them to go.

4.3.1   Determining Mass

As far as the laws of mathematics refer to reality, they are not certain, and as far as they are certain, they do not refer to reality.
–Albert Einstein

To know what you can do with an object, first you have to know how heavy it is. A Blok (a 2x4 Brik) is BrikWars' standard unit of weight. All normal minifigs weigh one Blok. Hand tools and weapons have no appreciable weight (zero Blox). Vehicles, buildings, and other large objects weigh as much as their Size" rating times their ArmorX (see the Platform Armor Value Chart under 5.1.2: Armor). If an object has no defined Armor Value, figure out about how many Blox big it is, and that's how many Blox it weighs.

Objects that are "nailed down," like trees, walls, and mountains, have to be knocked down before they can be moved.

4.3.2   Acceleration

Even if you are on the right track, you will get run over if you just sit there.
–Will Rogers

Most players will feel no need to keep track of acceleration in BrikWars, and that is as it should be. Their minifigs and vehicles can accelerate or decelerate instantly to any speed up to their respective Movement Ratings, unrestricted by the laws of physix and undamaged by massive acceleration trauma. Some players will be happy to ignore acceleration except at critical points in the middle of a battle, such as when two opposing squads are trying to push the same boulder in different directions or when the outcome of a stock car race will determine the fate of the Empire. A few players really get into vehicle performance and decide to keep track of the acceleration of some or all of the vehicles and robots in the game. A fringe minority of players get so excited about vectors and moments of inertia that they try to track the trajectories of every object on the field. (Hopefully these last few will be able to curb their enthusiasm while playing with normal humans or will be willing to limit themselves to zero-gravity astromek battles with like-minded physix geex.)

For any object that is going to be accelerated or decelerated, players must keep track of the object's current Velocity at all times. The easiest way to do this is to create a Velocity Stack. Stack together a number of Pips equal to the number of inches per turn that the object is currently moving. Lay this stack next to the object, pointing in the direction of the object's motion. When the object feels acceleration or deceleration, alter the Velocity Stack accordingly. If the addition of acceleration and velocity vectors becomes complex, you may want to create one or more Acceleration Stacks of the proper magnitude and direction and lay them end-to-end with the Velocity Stack in order to aid in visualization.

There are three basic situations in which acceleration comes into play. The first occurs when a vehicle or large animal with an Accel/Decel rating (A/D) accelerates or decelerates itself. Acceleration or deceleration up to the unit's max A/D may be added to or subtracted from the unit's Velocity at the beginning of the unit's turn, limited by the unit's maximum Move". The unit then moves as far as its Velocity indicates. It may take several turns for the unit to accelerate to maximum speed or to come to a stop.

The second situation occurs when an object is being accelerated (pushed, pulled, lifted, blasted, etc.) by a unit or group of units controlled by a single player. First, have all the participating units move up and get whatever kind of grip on the object as is appropriate. When all the units are in place, add their combined powers of acceleration together (the acceleration provided by each unit is equal to its Power rating times five inches, divided by the Mass of the object in Blox; see 4.3.4: Shoving and Dragging Objects). The object is moved as soon as its new Velocity has been calculated, during the turn of the player who accelerates it.

The third situation occurs when an object is accelerated by units belonging to two or more players, or when no players are involved but the object is accelerated by a force independent of any player (such as gravity). In such cases the acceleration and movement of the object cannot be handled during any one player's turn. Units intending to participate in the acceleration must move up and get a grip on the object during their own turns, but determining the acceleration and movement of the object is delayed until the beginning of the following round, before any players take their turns. At this time, all competing acceleration vectors are added together and added to the object's Velocity, and the object is moved. Participating units may then move along with the object if their Move" permits, but may take no other action. On their following turn they are considered to have already moved and must wait until the next round to move again.

Optional Rule: Gravity   :(

Mankind did just fine for thousands of years without having any concept of gravity or how it worked, and BrikWars is the same way. Except in very specialized games between players who take a bizarre and unhealthy interest in acceleration vectors, keeping track of gravity will only make you crazy. When an object falls, it shoots straight down and strikes the ground instantly without any further calculations.

If you insist on making things difficult for yourself, then you may choose whatever value for gravity seems best. Most of the basic physics of BrikWars are developed around a gravity with a downward acceleration of four inches per turn per round ($4"/t^2$). *Realistic* gravity, based on minifig height, would be closer to $8"/t^2$, and this value was used for some of the Ground vehicle physix to keep them from flying into the air every time they turn a corner. Higher or lower values may be appropriate in unusual circumstances, such as near a black hole or on the moon.

The best compromise may be to use a simple gravity model in which all objects fall four inches per turn without accelerating. This does a surprisingly adequate job and requires much less work than any acceleration-based model.

4.3.3   Carrying and Throwing Objects

I didn't have time to pick up a rock.
–Eric Joslin, NELUG member, explaining his giant's decision to throw a sheep at an enemy wizard

Once you know the weight of the object you're going to move, you have to know the Power of the unit attempting to move it. Troopers, and most other minifigs, have a Power rating of 1. Draft horses have a Power rating of 4. Vehicle's Power ratings depend on the size of their Power Source. Units working together (minifigs, vehicles, or both) can "team up," combining their Power for the purpose of lifting, carrying, pushing, or dragging objects, or preventing enemy units from doing any of the above.

Normal minifigs with a Power rating of 1 can pick up, set down, or carry most normal objects with no Movement Penalty. Picking up or setting down an object weighing one-half Blok object costs 1" of movement;

a one-Blok object costs 2". Carrying a one-half Blok object incurs −25% Cargo MP; a one-Blok object incurs -50% CMP. Objects weighing more than one Blok have to be shoved or dragged around.

As a more general rule, if a unit or group of units has the ability to pick things up (with arms, cranes, tractor beams, telekinesis, etc.), it can pick up objects weighing fewer Blox than one half of its Power rating with no Movement Penalty. Picking up or setting down objects weighing half as many Blox as the unit's or group's Power costs 1" of Movement, and the object incurs −25% CMP while it is being carried. Picking up or setting down objects weighing precisely as many Blox as the unit's or group's Power costs 2" of Movement, and the object incurs −50% CMP while it is being carried. Objects weighing more than the Power rating cannot be picked up or carried.

The movement of vehicles is not as heavily impaired when carrying normal cargo. For every (Power) passengers, or every (Power) Blox of other cargo, the vehicle takes -1CMP".

A unit can throw any object it is carrying. This counts as an attack - a unit that throws an object can make no other attacks that turn. The range of a thrown object depends on the unit's Skill and Power, and the object's Mass in Blox (round up to 1 Blok for smaller items). The range of a thrown object is (Skill × Power / Mass). For a regular minifig this will almost always be (Skill)". If multiple units are working together to throw an object, use the lowest of their Skill ratings. Close Combat bonuses do not add to the range of a thrown object.

A thrown object does as much damage as if it had been used as a Close Combat weapon (including extra damage from a Close Combat bonus). The target of a thrown object may try to catch the object if he has both hands free and has not made an attack (if the target unit is on another team, the attempt to catch must be taken as an Opportunity Action). The target makes a Skill Roll against the UR of the object (or the object's nearest equivalent Close Combat weapon). If the Roll succeeds, the unit catches the object; otherwise, he is struck by it, even if the throwing unit missed its Attack Roll. A unit cannot catch an object thrown with more Power than the unit's own Power rating.

4.3.4 Shoving and Dragging Objects

In order to push or drag an object, a number of factors must be taken into consideration. First, the strength of the units attempting to move it. Second, the inertia of the object, if it is already moving. Third, the effects of gravity, if the object is resting on a slope. Finally, the effects of friction, resisting the object's motion. These four types of vectors are added together at the beginning of each turn to determine the object's velocity during the turn.

Unit Force. For every point of Power a unit has, it can generate a force equal to five Blok-inches per turn per round (5b"). That is to say, it could accelerate or decelerate a 1-Blok object by 5" per turn, a 5-Blok object by 1" per turn, or a 2-Blok object by 2.5" per turn, in a single round. Acceleration is calculated by dividing the total number of Blok-inches in play by the number of Blox in the object's Mass. If units attempt to push or drag an object that is already being pushed or dragged by another player, they must wait in order to avoid moving the same object multiple times in the round. At the beginning of the next round, before any of the players take their turns, all of the units involved in the pushing and dragging act at the same time, and the object is moved accordingly. Neither the object nor any of the involved units may move again during that round.

Shoving and Dragging Objects

Unit Force
Unit Power × 5/Mass of Object
Object Inertia
Original Velocity of Object

Gravity
Level Ground: No Effect
30° Slope: 2" Downhill
45° Slope: 2" Downhill
60°+ Slope: 4" Downhill

Friction
−1" for Every Four Dots Contacting the Ground
x0 if on Vaccum, Air, Ice, or Hydroplaning
x.1 if Floating on Water
x.5 if on Paved Survace
xAV if Attached to the Ground

Object Inertia.   However fast and in whatever direction the object is already moving will directly determine the second acceleration vector without any further calculation.

Gravity.   If the object is resting on level ground, then it feels no acceleration from gravity. If it is resting on a moderate slope (30°), then it is accelerated 2" in the downhill direction. If it is on a steep slope (45°), then it is accelerated 3" downhill. If the slope is very steep (60°+), then the object is accelerated 4" downward.

Friction.   Once you have added the first three vectors together, you have determined the direction the object travels and its 'frictionless' speed. The amount of slowing due to friction will depend on the type of object and the surface over which it is being moved. If the amount of friction is greater than the amount of acceleration generated, then the object doesn't budge.

Objects suffer −1" of friction for every four dots of contact with the ground. This assumes that the ground is soft dirt or turf. Friction can be ignored if the object is moving on air, vacuum, ice, or hydroplaning on water. Friction is divided by ten if the object is floating in water or some other liquid. Friction is halved if the surface is flat and hard like asphalt, granite, or cobblestones. Friction is halved again if the object rolls or is on wheels. If the object is actually attached to the ground when the pushing begins, then friction is multiplied by the Armor Value of either the object or the ground (1d10 for soft earth, 2d10 for stone or concrete), whichever is less.

Although this system seems complex, pushing and dragging objects is extremely infrequent and in most cases you will not have to take more than one or two of the above factors into consideration. If even that seems like too much, you may ignore the system entirely and rule that any unit or group of units may push or drag on object of its own size or smaller with a −1" MP.

4.3.5   Falling Objects

If an object is too big to throw, you might try dropping it from a great height to get similar results. Rolling boulders off high cliffs or driving burning jeeps off the roofs of parking garages into enemy encampments is sure to fill your Troopers with glee.

A drop's height is measured in Stories (one Story is equal to the height of six Brix). For the most part, a dropped object falls straight down, but you can aim it a little bit. For every story that it drops, the object can move one inch horizontally (aim it with a UR of 3). Whatever it hits, the object does as much damage as its Mass times the number of full stories that it dropped times 1d6. If the object has no appreciable weight, it does as much damage as if it had been thrown. The object itself takes as much damage as whatever it hits.

Rather than rolling dice, many players prefer to take a minifig in hand and use it to physically shove the object off of a precipice, allowing the object to fall where it may.

4.3.6   Collisions

The final way to move objects is by smashing into them. Whether this involves one Trooper tackling another off his SkateBoard, a heavy tank smashing down the doors of a Base, or a supersonic jet flying into the side of an office building, collisions are the spice of life.

When one object collides with another object, the first thing to determine is the Collision Speed, or how fast the two objects were traveling relative to one another. Find out how fast each object was going on its most recent turn. (The colliding object is usually considered to be going at full speed, even if the collision occurs within the first couple inches of its movement.) If the objects were traveling in about the same direction, the Collision Speed will be the difference between the two objects' speeds. If they were traveling at right angles, the faster object's speed will be the Collision Speed. If they were traveling straight at each other, add their two speeds together. If one object is stationary, only he speed of the moving object needs to be considered. If both objects are stationary, then someone has some explaining to do.

The heavier the objects, and the faster they are moving, the more damage is going to be inflicted. Once you have determined the Collision Speed, divide it by five inches and round down. This number is the Damage Multiplier. (If the two objects collide at a speed of less than 5" per turn, any resulting damage is purely cosmetic.) Objects do their own Armor Value in damage, times the Damage Multiplier. Against living targets, this damage is counted as Stun Damage.

For every die of collision damage an object receives, it is accelerated one inch directly away from the point of impact, regardless of whether it survives the damage. Objects that are 'nailed down' are exceptions to this rule; if they survive the damage they remain stationary. In the case of a glancing blow, in which the collision is not dead-on but where the two objects just clip each other at the edges, the objects only do as many dice of collision damage as will be necessary to move them out of each other's paths.

If one object in the Collision is a 'soft body,' such as a minifig, animal, or shrubbery, it only causes half damage to the other object in the Collision. If both objects are soft bodies, then they cause only half damage to each other. However, they still get knocked back the full amount.

In collisions with landscape features, bodies of water have an AV of 1. Bushes and shrubs have an AV of 1d6. Soft ground and trees have an AV of 1d10. Concrete, stone, and asphalt have an AV of 2d10.

5

Large Targets

For the first few thousand years after the end of the last ice age, the height of military genius was to send a bunch of guys to kill another bunch of guys. The balance of power was shifted by improving the construction of hand weapons and the ways in which sacrifices were offered to a variety of gods. Eventually, technological advances in other areas threw the whole system out of balance - farmers learned to construct bridges and walls, and hunters discovered the advantages of chariots and canoes. Before long civilizations were building frigates, fortresses, ziggurats, catapults, tanks, stealth bombers, and starships. Making war was suddenly a lot more complicated, and every aspiring general competed to build the biggest toys.

In BrikWars, larger constructions built to carry, support, and operate heavy weapons and high-powered devices are built as Platforms. A Platform may be any type of vehicle, from bicycles to Panzer tanks, rafts to supertankers, hang gliders to starfleet carriers, submarines to death satellites, or simple exosuits to planet eating robots. It can be any type of building, from a Quik-E-Mart to the Empire State Building, from a shallow mountain cavern to NORAD, from Baba Yaga's walking hut to flying castles, from the domes of Atlantis to an orbital space fortress. Simpler Platforms can form vital infrastructure, including highways and railroad tracks, bridges and tunnels, fortified walls and barbed-wire fences, dikes and river dams, stargates and irrigation canals, landing strips, minefields, nebulae, black holes, and high-tension power lines. The only limits on the types of Platforms that can be built, and the uses to which they can be put, are the imagination of the player building them and the TekLevel of the civilization to which they belong.

5.1 Building Platforms

> *... the tendency is to build whatever one wants to make first, and then try to define it the way you envisioned using the available rules. Instead of flipping through an equipment section and looking for the gun that does the most damage (ala any RPG), people are making something that looks cool to them and reflects their own style (big and powerful, small and fast, lightly armed but heavily armored, etc.). People have the exciting ideas in their head first, and then the rules are available to place them in the same context as everybody else's creation.*
>
> —Shaun Sullivan, commenting on NELUG's BrikWars games

When building a Platform, there are a number of steps to be followed to determine its costs and abilities. The first step is to build the model. (The point costs and statistics will be based on the model's construction, and not the other way around!) The size of the model's main body and the TekLevel of its civilization will

determine the object's basic statistics and cost. Later, weapons, devices, and propulsion systems are added to give the object the ability to perform useful functions.

5.1.1   Size

Once the model is complete, the first thing to determine is the Size" rating of the main body of the Platform. When measuring a Platform's Size", ignore any weapons, devices (including limbs or other manipulators), or propulsion systems (including wings, wheels, helicopter blades, etc.) that extend beyond the main body. The shape of the Platform will determine how the Size" is calculated.

Class I Platforms   are long and narrow enough to be safely defined by a single dimension: length. Examples include wires used to carry electricity, poles used to hoist flags, radio towers, and flying broomsticks used for witch delivery. Measure the length of the model in inches; this number divided by 10 is the Platform's Size" rating. In general, the length of a Class I Platform is limited to five inches times its civilization's TekLevel.

Class II Platforms   are essentially flat surfaces, with only two significant dimensions. Examples include paved roads, freestanding walls and fences, dams, rafts, snowboards, drift nets, and flying carpets. In most cases the model will be roughly rectangular; twisting roads and walls can be treated as radically curved rectangles. Measure the width and length of the rectangle and multiply them together; this number divided by 5 is the Platform's Size" rating. Surfaces that rest flat on the ground may be of any size; a wall that stands upright is limited to a height of one Story (six Brix) times its civilization's TekLevel, squared.

Class III Platforms,   the most common by far, are fully three- dimensional. Any structure that has an 'inside' is a Class III Platform, regardless of how flat or narrow it may appear to be. Examples include dumpsters, tunnels, surface-to-air missile batteries, office buildings, Stonehenge, lighthouses, aircraft carriers, and flying saucers. Find the two most distant points on opposite sides of the model and measure the number of inches between them (this may require some rough estimation). This number times two is the Platform's Size" rating. A Class III Platform can cover any amount of horizontal area, but its height above ground and depth below ground are limited to one Story times its civilization's TekLevel, squared.

Complex Interiors

If you build a Platform whose interior has multiple levels or is especially complicated, such as a nuclear battleship or the Notre Dame cathedral, it will be difficult to move units around inside them unless you take special care in the construction of the models. There are a number of construction methods that will give you easy access to Platform interiors.

The easiest method is to design all platforms so their interiors are 'open-air,' with no spaces fully enclosed. This is more appropriate to something like a dune buggy or a tropical shrine than, for instance, a lunar lander or a submarine.

Failing that, walls and roofs may be made removable or carefully hinged in order to give access to Platform interiors. They may also be left off of the model entirely, while still 'existing' as far as units in the game are concerned. Remember that leaving them out creates a danger of confusion over exactly where they begin and end, and may make it difficult to keep track of specific points of damage the missing walls and roofs may sustain.

Each level of a model may be removable, allowing access to the level underneath. Alternatively, a player may choose to place only the ground level on the battlefield, and build all upper and lower levels separately and place them off to one side.

Finally, a player may choose to build multiple models for a single Platform - one model of the Platform's exterior, which will be placed on the battlefield, and one or more models of the Platform's interior, which will be held off to one side.

5.1.2 Armor

The base CP cost of a Platform is determined by its Armor and Size" ratings.

This chart should make it fairly clear which Armor Value is most appropriate for any given Platform, based on the materials used in its construction and its TekLevel. To calculate the Platform's Mass and base cost, multiply its Size" by the multiplier listed in the ArmorX column of this chart. This is the number of Blox in the Platform's Mass, and the number of Construction Points it will cost to build the main body of the Platform.

Platform Armor Value Chart

AV	ArmorX	Min. TL	Equivalent to
1d6	x.5	0	Rope, Drywall, Plastic, Flesh
1d10	x1	1	Plywood, Sheet Metal, Steel Cables
2d10	x2	1	Unmortared Stone, Log Walls, Sandbags
3d10	x4	2	Concrete, Mortared Stone, Armor Plating
4d10	x8	4	Heavy Steel, Reinforced Concrete
5d10	x12	5	Strongcrete, Force Fields

Mass = Size" × ArmorX

CP Cost = Size" × ArmorX

The Armor Value of the Platform applies only to the exterior wall of the Platform. Interior structures (wall partitions, end-tables, sofas, poison gas vents), external devices (weapons, tools, propulsion units), and some types of constructions on the outer surface (doors, windows, any type of exposed hinge or axle) have the Armor Value Platform minus 2d10 (minimum armor 1d6). If you would like to strengthen the Armor Value of some or all of these objects, you must buy them as if they were separate Platforms (usually with a Size" rating of 1). Their new Armor Value cannot exceed the main Platform's Armor Value.

Optional Rule: Subterranean Chambers :|

There are many cases in which it is advantageous to build Platforms or parts of platforms underground, underwater, in the sides of mountain cliffs, or in the vacuum of outer space. Unfortunately, the same factors that make such a Platform less accessible to enemies also make the Platform more difficult (and expensive) to build.

A Platform that goes underwater (submarines, habitation domes, bridge supports) or in outer space (starbases, space shuttles) has its base cost doubled. Any damage that breaches the hull will cause a dangerous leak, so consider building a series of interior pressure locks.

A Platform that is underground or built into a cliffside has its base cost tripled. If the structural integrity of the outer wall is compromised there should be some kind of cave-in.

5.2 Platform Components

Once the main structure has been built and paid for, it will need a series of specialized components if it's going to function as anything more than a storage shed.

Most of the sub-structures inside your Platform (walls, doors, ladders, furniture, wiring, plumbing, etc.) and exterior doors, windows, and airlocks are provided free of charge. Build whatever you like. There are only a few categories of Platform components that have to be bought separately.

First, any minifigs (and their equipment) or other units required to operate, inhabit, or defend the Platform must be bought separately. Information on purchasing these items can be found elsewhere throughout the rulebook.

Second, if the Platform has any powered components then it will require some kind of Power Source. Power Sources are covered in 5.2.1: Power Sources.

All Platforms get their first set of computers or controls for free. After that it'll cost you. These are covered in 5.2.2: Controls.

If the Platform is a vehicle of some kind then it will need some form of Propulsion to move it around. This is covered in 5.2.3: Propulsion. Rules for handling vehicles are covered in Chapter Six: Vehicles.

Finally, weapons and other special devices can be attached to the Platform. These are covered in Chapter Seven: Siege Weapons.

For all of these component types, the component must be represented on the physical model by specific plastic bricks. In order to damage or destroy those components, attacks must be directed at those pieces.

5.2.1 Power Sources

A Platform's Power Source will determine what weapons and devices can be mounted on it, as well as a vehicle's acceleration and top speed.

Platform Armor Value Chart

TL	PowerSouce	Max Power	CP Cost
0	Rocks, Gravity, Feet	(None)	*
1	Horses, Men	(Manual Labor)	*
2	Elephants, Magic, Slave Teams	10 Power	*
3	Wind, Steam Engines	15 Power, BD/3	3xPower
4	Fossil Fuels, Nuclear Fission	20 Power, BD/2	2xPower
5	Cold Hydrogen Fusion	30 Power, BD	Power
6	Antimatter Reaction	40 Power, 2xBD	Power/2
7	Hypermatter	No Limit	Power/5

*A Platform with no Power Source has its base CP cost halved. Any devices or Siege Weapons mounted on the Platform must be loaded and fired by manual labor; these also have their CP costs halved.

The Power Source of a Platform includes any parts of the model that are considered to be part of the engine or fuel tanks (at earlier TLs, sails, waterwheels, and windmill blades can be Power Source components). If pieces of the main Power Source are damaged or destroyed, the Power rating of the Platform will be damaged. Pieces that transfer power from an engine to the rest of the Platform, such as pressure hoses, electric cable, drive shafts, gears and axles, etc. are not considered to be part of the Power Source. If these pieces are damaged or destroyed, their ability to carry Power to specific parts of the Platform will be impaired.

When you have built your Power Source (the modeling does not have to be detailed or complex - a pair of Blox on the underside of a sedan can represent a finely-tuned V6), its type and size will determine its statistics. The type can be determined by finding a rough equivalent in the Power Source column. The size of a Power Source is measured by its Blok-Displacement (BD). This is the number of 2x4 Brix it would take to occupy the same amount of space as the Power Source (a rough estimate will be fine here).

The TekLevel and Blok-Displacement of a Power Source will determine the maximum Power rating of a Power Source, as listed in the Max Power column, although players may choose a lower output than the maximum rating in order to save CP. Higher TekLevels can use Power Sources from earlier TekLevels; the Power of these components will be limited as if they were in the earlier TekLevel but their CP costs will as cheap as the current TekLevel would indicate.

A Platform's Power rating is equal to the Power rating of its largest Power Source. Power from multiple sources is not cumulative. Power cannot be 'used up' by weapons and devices; a

Power Lines

Normally, power lines are considered to be far underground and out of reach of marauding Troopers. If you would like to take the extra effort to construct electric poles, wires, and transformers to your various buildings, this is free and adds entertaining strategic possibilities.

A building only loses Power when all electrical wires leading to the building have been severed.

High-tension electrical wires carry 4 points of Power and will shock any grounded unit that touches them for 4d6 Damage. Wires leading from a transformer to a building carry 2 points of Power and will do 2d6 Damage. Electricity from a severed wire can arc for as many inches as there are points in the wire's Power rating, so even flying units may be considered 'grounded' if they are too close to a grounded object.

Players who enjoy this level of detail may also want to consider the joys of plumbing. Sewer pipes, water mains, wet walls and drainage systems all offer interesting tactical possibilities and may provide additional routes for electrical wiring. Plus, the potential combination of water and electricity is too entertaining to be overlooked.

Platform with 2 Power can operate as many 2-Power devices as can be fit on the Platform, but cannot operate a single 3-Power device.

Power Sources that run on combustible fuels can be quite volatile. Whenever such a Power Source is destroyed, it explodes, doing a number of d10s of Explosion Damage equal to its Power Rating.

Prior to TL3, all Power must be supplied mechanically by the manual labor of minifigs and animals, which are bought separately.

At TL4 and above, all buildings in civilized areas are connected to a power grid, and should include a fuse box somewhere on the premises. This gives all buildings a free Power rating of 2, which can only be interrupted by switching off the fuse box or damaging the power station somehow. If 2 Power is not enough to satisfy the building's inhabitants, then a separate Power Source must be constructed.

5.2.2   Controls

Man is the best computer we can put aboard a spacecraft... and the only one that can be mass produced with unskilled labor.
–Wernher von Braun

Any Platform with weapons or powered devices must have some kind of control system, represented by specific PBBs on the physical model. Examples of Platform controls include steering wheels, flight sticks, switches, levers, buttons, and consoles. Vehicles without controls cannot accelerate, decelerate, or turn. Siege Weapons mounted on a Platform without controls cannot be aimed or fired. Most other types of devices will also need controls. A minifig unit will have to be present at the controls for them to be of any use. All controls must somehow be physically accessible to minifigs.

Controls come in two types: Main Controls, which are placed in some central location and control some or all of a Platform's systems, and Manual Controls, which are mounted directly on the device they control. Every Platform gets one free set of Main Controls; this will usually be able to control all devices and systems on the Platform, although players may choose to place limits on which systems the Main Controls control at the time of construction. Additional sets of Main Controls cost as many CP as the Platform's Power rating. Backup sets of Main Controls can come in handy if the first set is destroyed or falls under enemy control, or if the Platform has gunners or other systems specialists who need separate sets of controls.

Every Siege Weapon and device mounted on the Platform can be equipped with a set of Manual Controls, attached directly to the weapon or device, at no additional cost. Manual Controls will almost always override Main Controls. At TL4 and higher, it is possible to build Manual Controls that are not mounted directly on a device. These Remote Controls cost as many CP as the Power Requirement of the device. If a Remote Control unit controls more than one device, it costs as many CP as the devices' combined Power Requirements.

After mid-TL4, most control systems are computerized. Main Controls become ComputerBanx and Manual Controls become ComputerConsoles. Computer security is very loose, since Troopers aren't particularly bright and tend to get killed faster than they can memorize new passwords. It takes one full turn for a Trooper to take control of a ComputerBank or ComputerConsole that he has gained access to. If enemy agents gain control of all of a Platform's ComputerBanx, the Platform belongs to them. If they miss even one, the Platform is still under control of the original owner. If enemy agents take control of a ComputerConsole, the associated device belongs to them for as long as they remain at the controls. If they leave the ComputerConsole and the device is still attached to a main ComputerBank, the ComputerBank can be used to reassume control of the device for the original owners. At TL5 and higher, a minifig at a ComputerBank has the ability to cut Power to any device that has fallen into enemy hands.

Only the side with computer control can use powered Platform devices like automatic doors, motorized weapon emplacements, internal communication systems, and so forth. If all of a Platform's ComputerBanx have been destroyed, then all of the Platform's powered weapons fire at -3 Skill, all the powered doors open, the lights go out, the TVs are stuck on the Weather Channel, and the showers only run cold water.

5.2.3 Propulsion

Platforms with Propulsion systems are called vehicles. Each Propulsion system on a vehicle must be well-represented by at least one PBB (wheels, propellers, jets, etc.) Different types of Propulsion systems cost different amounts, and vary in performance.

In general it is best to build Propulsion systems whose Power requirement is equal to the Power rating of the vehicle on which they are mounted. However, players may choose any Power requirement for their Propulsion systems at the time of construction; during the game, if the Power requirement of the Propulsion system exceeds the Power rating of the vehicle, the stats and abilities of the Propulsion system are reduced to match the lower Power rating.

Propulsion systems have a number of statistics, based on their TekLevel and Power requirement.

CP Cost. The CP Cost of a Propulsion system is the amount of CP that must be spent to build and mount the system on a vehicle. If the system is to be powered entirely by manual labor, its cost is halved.

Cargo Capacity" (C"). Propulsion systems can carry a certain amount of weight before their Move" and Accel/Decel stats are affected. For every inch in the C" rating, one inch of Cargo Movement Penalty (−CMP") can be ignored.

Cargo, weapons, and devices can be loaded onto vehicles until their Move" is reduced to a minimum of 4" per turn, or 10" per turn for Flyers. A vehicle's Accel/Decel rating should always be at least 1".

Accel/Decel (A/D). When using the acceleration rules (4.3.2: Acceleration), the A/D rating determines how quickly a vehicle can accelerate or decelerate. The A/D rating is negatively affected by Cargo Movement Penalties. If a Propulsion system has the ability to Turn in Place, the A/D rating will be marked with a TP.

Max Move". The Movement Rate for any Propulsion system is determined by Power and Mass (to calculate Mass, see 5.1.2: Armor):

Movement Rate, in inches: $(4 \times \text{Power}^2) / \text{Mass}$ For vehicles of low Mass: $(4 \times \text{Power}^2)/(\text{Size"} \times \text{ArmorX})$

If this Movement Rate is higher than the Max Move" rating as determined by the vehicle's TekLevel, the vehicle's Movement Rate is reduced to the Max Move" rating. When the Movement Rate is reduced in this manner, the vehicle's A/D rating is not affected; it will reflect the original Movement Rate and is not limited by TekLevel.

Ground Propulsion covers any type of Propulsion that limits a vehicle to traveling over solid ground. A Ground vehicle most often has tires or wheels, but can also ride on things like runners and skis. Any type of Ground Propulsion that allows a vehicle to turn in place, such as treads, repulsor lifts, or hovercraft propellers, falls under the category of Treaded Propulsion. (If you would like to build a vehicle with treads but don't have any tread PBBs, you can arrange long rows of tires on the model and pretend that they have treads on them.) A robot that walks on legs can be treated as a Treaded vehicle, as long as the robot uses the legs for walking only. If you want to use the robot's legs for jumping, kicking, dancing, picking things up, etc., you will have to buy them as Limbs using the Robotic Vehicles Supplement.

Larger tires and treads can overcome larger obstacles–for every two full Brix of tire/tread height, add 1 CP to the cost of the propulsion system. (Use the height of the largest tire–there's no need to buy the height of each tire separately.)

Ground Propulsion

	Ground	Treaded (or Legs)
CP Cost	(Power/4) CP	(Power/2) CP
Cargo Capacity"	Power"	Power x 1.5"
Accel/Decel	1/2 Move"	1/3 Move" (TP)
Max Move"	TL x 4"	TL x 3"

Thank God men cannot as yet fly and lay waste the sky as well as the earth!

–Henry David Thoreau

Flyers are any type of vehicles that travel in the air or in outer space. A HoverFlyer is any Flyer that can hover and turn in place. Flyer propulsion can be represented by wings, propellers, jets, rocket thrusters, or repulsor pods.

Flyers should be supported above the surface of the playing field by some kind of stand. This stand doesn't represent anything on the battlefield except the shadow if the Flier, which has no more effect than you would expect a shadow to have.

A non-Hovering Flier must travel at least (Size")+5" per turn in order to stay in the air. For specific details on Flyers making landings and takeoffs and on keeping track of altitude, see 6.1.2: Propulsion Types.

Flyer Propulsion

	Flyers	**HoverFlyers**
CP Cost	(3 × Power) CP	(4 × Power) CP
Cargo Capacity"	1/2 Power""	1/2 Power"
Accel/Decel	1/4 Move"	1/3 Move" (TP)
Max Move"	TL × 6"	TL × 5"

Don't talk to me about naval tradition. It's nothing but rum, sodomy and the lash.

–Sir Winston Churchill

Boat Propulsion can be represented by sails and masts, outboard motors, sternwheels, or underwater propeller drives. Train Propulsion is represented by train wheels or maglev bars on the TrainTrax. Submarine and Blimp propulsion is represented by propellers or jets. Large, slow fantasy and sci-fi vehicles like sky barges, sand frieghters, solar galleons, etc. can also use the stats of Boats or Blimps.

For a Rowed Boat, the oars can be manned with Galley Slaves (see 8.2.4: Slaves). Each Slave costs (TekLevel) CP and provides 2 Power. The control system for Galley Slaves generally consists of one Slave with a drum to beat and one or more Troopers with whips. Any Boat rowed by minifigs, even the largest quadrireme, can Turn in Place.

Boat/Train Propulsion

	Boats & Trains	**Submarines & Blimps**
CP Cost	(Power/2) CP	(Power/2) CP
Cargo Capacity"	Power x 2"	Power"
Accel/Decel	1/4 Move" *	1/4 Move" *
Max Move"	TL × 4"	TL × 3"**

*Rowed Boats and some Submarines and Blimps can Turn in Place (TP).

**Submarines and Blimps can rise or dive a maximum of one Story per turn.

5.3 Destroying Large Structures

BrikWars players come in all shapes and sizes and they all have different attitudes regarding exactly how destructive they wish to be. Some players put weeks of effort into individual models and have no interest in seeing their hard work destroyed. Some just want to smash everything into the tiniest possible bits. Some want to be able to draw distinctions between the performance of each system that can be damaged, disabled, or destroyed; others have no inclination to keep track of details at that level.

The most important thing to decide is whether to allow the tearing apart of physical models. A model that can be torn apart is Destructible; a model that can't is Non-Destructible. Players can effect a rule making all models on the field either Destructible or Non-Destructible, or they may make a separate decision for each model, depending on the wishes of the model's creator. In general it is best to allow destruction wherever possible, but allowances have to be made for the players who have grown attached to their models and for the players who worry about losing track of whose PBBs are whose after the models have been ripped apart.

Because Platform Armor can be extremely tough, units attacking it will often want to take advantage of Cumulative Damage and Combined Fire in order to penetrate it (3.3.3: Cumulative Damage/Combined Fire). Often, units will find it easier to penetrate a large Platform's Armor through subterfuge than with brute force.

5.3.1   Component Damage

In the Component Damage system, units attacking a Platform attempt to damage and destroy individual PBBs within the Platform structure. This system is best when the attacking unit is smaller or weaker than the target Platform, or when the attacker wants to limit damage to a specific area.

Platform designers are careful enough to hide the most important systems on the Platforms' interiors where they're hard to reach. As such, the attackers will have to find or create chinks in the exterior Armor. The advantage of Component Damage is that it can allow an attacker to bypass a Platform's tough exterior shell and gain direct access to the soft juicy innards.

Most PBBs on the exterior surface of a Platform are considered to be Armored. The exceptions are any moving part (a hinge, swivel, gear, axle, etc.) or device (weapons, propulsion, control systems, or other special-purpose devices), unless the builder has paid extra CP to armor these PBBs (5.1.2: Armor). Armored PBBs have the full Armor Rating of the Platform; all other PBBs have the Platform's Armor Rating minus 2d10 (minimum armor 1d6).

When a component is attacked, for every point by which the Damage Roll exceeds the Armor Roll, the component takes one point of Functional Damage (indicated by stacking gray Pips on or next to the affected PBB). If the level of Functional Damage is as much or greater than the Platform's Power Rating, then the component is Disabled (indicated by placing a black Pip on or next to the affected PBB).

Except for attacks doing Stun Damage, if the Damage Roll is at least twice the Armor Roll, the component is destroyed. On a Non-Destructible model, place two black Pips to indicate the PBB has been Disabled and Damaged Beyond Repair. On a Destructible model, remove the PBB from the model and either set it on the ground with two black Pips next to the model, or remove the PBB from play entirely. When a component is destroyed, Surplus Damage (3.4.1: Overkill) and Explosion Damage (3.4.2: Explosions) can then

Heads-Up Displays

A quick way to keep track of Platforms' varying Statistical Damage is to attach a Heads-Up Display (HUD) built out of flat plates. The HUD has no existence in the game reality, but serves as a visual aid for players.

Flat plates of varying colors are chosen, one dot in width, their length determined by the stat they represent (a Move" of 15" would be represented by a plate 15 dots long). Dice are represented by thicker plates: two layers of plates indicate d6s, three layers indicate d10s. If the stat is impaired, a number of black Pips are laid along the length of the plate, incrementally obscuring it. When damage is repaired, the black Pips are accordingly removed.

Any colors may be chosen for the statistic indicators and for the background plate on which they are mounted, according to the colored pieces available to the players; statistics that do not apply to the HUD's Platform are of course omitted (e.g., buildings do not have propulsion statistics). These colors are only suggestions:

Background: Black.

Movement: Blue. If a Platform has more than one type of propulsion, each will require a separate row.

Accel/Decel: Green.

Power: Yellow.

Armor: Red.

Controls: None. A blank row is left to accomodate black Pips which will indicate Skill Penalty points.

Skill: Gray. Most Platforms don't have their own Skill ratings however.

Cargo Cap.: White. Cargo Capacity inches that are used up by -CMP" are covered with gray Pips. If the −CMP" exceeds the Cargo Capacity, gray Pips are then placed on the Movement and Accel/Decel rows.

Heads-Up Displays are mostly used for Platforms if at all, but many special characters and supernatural creatures can also benefit from HUDs of their own.

carry over to damage or destroy other components in their paths. If a combustible Power Source is destroyed, it explodes, doing as many d10s of Explosion Damage as were in its original Power Rating.

All Platform components are suffused with special conduit systems. Power from Power Sources and control from control systems must travel along chains of adjacent components in order to reach Platform devices. Normally there will be at least one possible chain in which none of the components have been damaged. When there is not, for every point of Functional Damage on components in the chain between the Power Supply and the device, the Power provided to the device is diminished by one. For every point of Functional Damage between the control system and the device, there is a cumulative -1 Skill Penalty for any use of the device.

Devices receiving insufficient Power will not function, except for Propulsion systems whose statistics are decreased to reflect the change in Power supply (5.2.3: Propulsion). Devices with no specific Power Requirements (automatic doors, turret mounts, computers, blenders, etc.) will continue to operate until their Power supply has been reduced to zero.

5.3.2 Generalized Damage

In the Generalized Damage system, units attacking a Platform attempt to do damage to the entire Platform in general rather than to any part or system specifically. This system is best when the attacking unit is larger or more powerful than the defending unit, or when the attack is not localized to a specific area of the target (e.g. earthquake damage to a skyscraper or shockwave damage to a starship).

Attacks doing Generalized Damage must first exceed the target Platform's Armor Rating. The effect is then determined by the amount of leftover Damage and the Size" rating of the Platform. The Platform may simply suffer an assortment of penalties to its attributes and abilities, in which case the attacker rolls on the Statistic Ker-Pow! Table, or it may suffer a single traumatic effect, in which case the Platform Ker-Pow! Table is used. Which table players choose to employ is a matter of personal taste.

Damage sustained by a Platform that cannot be easily represented on the physical model should be indicated on the paper on which the Platform's basic stats are recorded. If there are multiple identical Platforms using the same statistic sheet, it is best to create a PBB 'stand' for the Platform and to place on the stand stacks or rows of colored Pips representing the various amounts and types of damage the Platform has sustained.

The Statistic Ker-Pow! Table

For every (Size") number of points of Damage a Platform sustains beyond its Armor Rating, roll one die (1d6 for buildings or 1d10 for vehicles). All effects are cumulative. If a result is rolled which cannot be applied to the Platform, continually decrease the roll by one until an applicable result is achieved.

Die Roll	Effect
1	Ka-ping! (no effect)Damage deflects harmlessly off the Platform surface.
2–3	Power System Damage (−1 Power) The Platform loses one point from its Power Rating.If Power is reduced to zero, the Power Source explodes.
4–5	Control Systems Damage (−1 Skill Penalty) Devices are operated at a cumulative −1 to Skill.
6	Structural Damage (−1 die Armor) The Platform loses one die from its Armor Rating. If there are no dice to lose, the Platform loses one point. If the Armor Rating is reduced to zero, the Platform is destroyed.
7-8	Propulsion Damage (-1" Move) The vehicle's top speed is reduced by one inch. If the vehicle has more than one propulsion type, the damage is done to whichever propulsion type was most recently in use.
9–10	Torque Loss (−1" Accel/Decel, −1 CC") The vehicle's acceleration and Cargo Capacity are each decreased by one inch.

The Platform Ker-Pow! Table
Determine the amount by which the Damage Roll exceeds the
Platform's Armor Roll and compare it with the Size" rating of the Platform.

Damage (Damage–Armor)	Effect
Less than Size" points	Ka-ping! (no effect) Damage washes over the surface of the Platform, scratching paint, scuffing chrome, and leaving ugly little burn marks.
1 × Size"	Smoking Engine The Power Source is lightly damaged and begins spewing out clouds of dense smoke, enveloping the Platform. The smoke lasts for 1d6 turns. Any unit inside the Platform or any unit firing at or into the Platform takes a -1 Skill Penalty due to poor visibility.
2 × Size"	Minor Contusions The whole Platform is shaken. Any minifigs operating controls bash their elbows on the control panels and receive nasty bruises. Any minifigs walking around stumble one inch in a random direction. Minifigs at the controls each take a -1 Skill Penalty for the rest of the battle.
3 × Size"	Badly Shaken The whole Platform is shaken. Any minifigs who are not braced for impact fall over. Everyone is momentarily confused and must take a moment to get their bearings. The Platform and its inhabitants may make no actions for the following round. A vehicle may stop or continue at the same speed, but it cannot turn or fire weapons.
4 × Size"	Shaken, Not Stirred One minifig at a set of Main Controls panics, causing an intense need to receive his bladder. All other minifigs on the Platform suffer the effects of Badly Shaken, described above. The defending player chooses one of his own minifigs to afflict with an intense urinary emergency. If there is a bathroom on the Platform, the minifig runs to use it. Otherwise the fig must exit the platform and run for the nearest tree, fire hydrant, alleyway, or whatever is available. It can do nothing else until it has spent a full turn there.
5 × Size"	Road Rage The minifig at the primary weapon controls becomes enraged and swears a Personal Death Vendetta against the soldier, vehicle, or weapon that hit him. All other minifigs on the Platform suffer the effects of Badly Shaken, above. The enraged minifig will do everything in his power to destroy the offender. He can focus on nothing else until that attacker has been destroyed. It may become necessary for other minifigs on the Platform to subdue their angry comrade.
6 × Size"	Component Loss The shot hits a weapon mount, and a weapon is blown off. One weapon of the defender's choice falls off of the Platform but is undamaged. If the Platform has no weapons, the defender may choose an important exterior device. If there are no weapons or devices, the defender must choose some significant feature of the Platform exterior to bust off. (If the Platform model is Non-Destructible, then the component does not fall off but is instead Disabled.)
7 × Size"	Worse Component Loss The shot hits a weapon mount, and a weapon is blown off. Same as Component Loss, above, except that the attacker gets to choose which device falls off.
8 × Size"	Critical Component Loss The shot causes a major systems overload. The defender chooses a major system to disable from the following list: • All Platform weapons • One Platform Power Source • One Propulsion system • All Main Controls • All exterior devices, including doors, hinges, and swivel turrets The defender may not choose a system that the Platform does not have or that has already been disabled or destroyed. If any of the disabled system's devices are mounted on the Platform exterior, at least half of them fall off. (If the Platform is Non-Destructible, the exterior devices that would have fallen off are instead Disabled and Damaged Beyond Repair.)

9 × Size"	Major Structural Breach
	The Platform is broken into two roughly equal halves. All minifigs in the Platform are Stunned. Unbraced minifigs fall over. The defender breaks the Platform in two, making sure the break is handled in such a way that the two sections can separate from one another. Devices no longer connected to a Power Source or to controls can no longer be used. Propulsion systems may be significantly handicapped by dragging parts or lost stabilizers; in this case vehicles receive a -50%MP or the Propulsion system is Disabled, whichever seems most appropriate. Minifigs and devices within 1" of the breach are killed or Destroyed. (If the platform is Non-Destructible, all minifigs within the Platform are killed and the main Power Source is Destroyed.)
10 × Size"	Ka-Boom!
	The Platform explodes in a huge plume of fire. Everyone on the battlefield, friend and foe alike, cheer at this beautiful sight, so dear to a warrior's heart. The Platform explodes, doing explosion damage equal to its Armor Value. If the model is Destructible, it is ripped apart. Half the pieces are removed from play and half are left on the battlefield as smoking debris. Otherwise, the model is laid on its side or turned upside-down and considered Damaged Beyond Repair.

If you get a result that can't be applied to your Platform, use the previous entry in this table and roll one die on the Statistic Ker-Pow! Table.

6

Vehicles

People are broad-minded. They'll accept the fact that a person can be an alcoholic, a dope fiend, a wife beater, and even a newspaperman, but if a man does not drive, there is something wrong with him.

–Art Buchwald

Plastic brick enthusiasts are model citizens, but they do tend to pick their favorite construction genres and gather into exclusive and self-righteous cliques. Space fans look down on Castle fans. Mecha fans look down on Space fans. Technic fans look down on Mecha fans, and so on and so forth. The upshot is, every one of them has a predetermined idea of the relative importance of vehicles and how they should be handled in battle, and God have mercy on the guy who tries to argue with them.

In order to cater to the stubborn prejudices of these groups, BrikWars has several different systems for handling vehicles. The systems are not mutually exclusive; different vehicles built under each system can all be included in the same battle or even on the same team without throwing everything out of whack.

Basic vehicle construction is covered in Chapter Five: Large Targets. Just slap together a Platform and stick a Propulsion system or two on it.

Players who are interested in building much more complex vehicles, robots, or mecha, fine-tuning every subtle aspect of performance, and knowing their machines inside and out are advised to take a look at Supplement RV: Robotic Vehicles. War machines built using those rules are called Robotic Vehicles.

Players who are interested in capital ships, fleet maneuvers, and command crew organization will want to read Supplement NF: NanoFleet Battles. Vehicles built under these rules are called Fleet Ships.

Finally, players who have no time for all the involved graphs and charts of even the basic vehicles rules will want to use the Quick and Dirty Vehicles rules to slap together some quick, generic machines and get on with the game. Vehicles built using these rules are called Timmy-Mobiles.

Optional Rule: Quick and Dirty Vehicles :P

Not everyone cares enough about vehicles to put up with trying to remember all the rules and stats in the basic vehicles system. For the most vehicularly apathetic players, time wasted thinking about how their car works is time that could be better spent getting involved in the lives of their minifigs. For them, we present the Quick and Dirty Vehicles rules.

A Quick and Dirty vehicle, or Timmy-Mobile, is bought in Timmy-Chunks (TC). Each Timmy-Chunk is 10 dots in area (e.g. a vehicle that was 31 to 40 dots in area would be four Timmy-Chunks). The Power and CP Cost of a Timmy-Mobile will be determined by the number of Timmy-Chunks used to build it. A Flying Timmy-Mobile costs twice as many CP as a non-flying Timmy-Mobile.

All weapons and equipment must be bought separately (Chapter Seven: Siege Weapons). Any time a Timmy-Mobile takes more damage than its 2d10 AV, bust off an appropriate Timmy-Chunk. Mechanix do not repair Timmy-Mobiles or use Timmy-Chunks in the repair of other vehicles.

Regardless of what systems are used to construct a vehicle, all vehicles must adhere to the basic rules covered in this chapter.

6.1 The Pilot

Normal Troopers have all the skills necessary to operate vehicles of their own TL and earlier, but they do so at a very rudimentary level. On any given turn, they can perform only one of the following tasks:

- Steering the vehicle and accelerating or decelerating
- Firing any one type of vehicle weapons at a single target
- Operating a single Siege Device such as shields or a cloak

When something goes wrong, such as a loss of traction or a drop in the Power supply, normal Troopers are at the mercy of the laws of physics. They don't have the training to know how to deal with these common problems.

Specialty: Piloting (+1 CP)

For one additional CP, any minifig can be given the Piloting Specialty and become a full-fledged Pilot. Pilots are special Troopers who have the aptitude and training to handle high-performance and military vehicles. Any unit with the Piloting Specialty, on any given turn, can perform any two of the following tasks:

- Steering the vehicle and accelerating or decelerating, including forcing the vehicle to Exceed Performance Limits (6.2.1 Acceleration, Deceleration, and Turning)
- Firing any number of vehicle weapons at a single target
- Operating any number of Siege Devices or other complex special vehicle functions

For +2 CP, any minifig can become an Ace Pilot and perform all three tasks at once.

(For more minifig specialties and troop types, see Chapter Eight: Military Professionals, and Chapter Nine: Battlefield Irregulars.)

6.2 Vehicle Performance

A vehicle's basic attributes (Size", Armor, Mass, Power, Move", C", and Accel/Decel ratings) are determined when it is constructed (Chapter Five: Large Targets). These stats, and the type of propulsion system in use, will determine the basic performance level of the vehicle.

Optional Rule: Vehicle Performance Modification   :P

In most military organizations, equipment, training, and vehicle types are heavily standardized. This is due in large part to the fact that it keeps the generals from going insane trying to keep track of the peculiarities of two

Quick and Dirty Vehicles Stats

Move:	15"
Power:	TC
Armor:	2d10
Non-flight Cost:	TC CP
Flight Cost:	2 × TC CP

or three dozen different types of customized units and vehicles on the battlefield. However, in mercenary outfits and among the more maverick pilots, vehicle modifications are a common sight. In some military organizations, whole divisions of vehicles are given the same set of 'standardized customizations,' in order to gain the performance advantages without causing confusion.

The CP cost for a Vehicle Performance Improvement is equal to the Power Rating of the vehicle or propulsion system to which it is applied. Each Performance Improvement may only be applied to a single vehicle or propulsion system once.

Vehicle Performance Improvements

- *Increased Top Speed.* Increases the top speed of the Propulsion system by 50%, after Movement Penalty adjustments.

- *Improved Handling.* Decreases the Propulsion system's TurnRate by 50%. Pilots have a +1 bonus to all Piloting Skill Rolls.

- *Improved Acceleration And Braking.* Doubles the Propulsion system's Accel/Decel rating, after Movement Penalty adjustments.

- *High Torque.* A Propulsion system's Cargo Capacity (C") is doubled. The vehicle pushes and tows objects as if its Power were also doubled. The vehicle takes no movement penalties for moving uphill or over rough terrain.

- *Built To Last.* All interior structures and external devices have the same Armor Rating as the vehicle's external armor.

- *Luxury Edition.* Cushy suspension gives a ride as smooth as glass, engine noise is reduced by 97.6%, other features are as appropriate to the vehicle type (air conditioning, CD player, leather interior, etc.).

Players who want to decrease the performance of a vehicle get no points back. However, for every Disimprovement a vehicle takes, it may take one Improvement at no cost. A player does not have to take the free Improvement if he doesn't want to. A vehicle or propulsion system cannot have both an Improvement and its corresponding Disimprovement, and each Performance Disimprovement may only be applied to a single vehicle or propulsion system once. |

Vehicle Performance Disimprovements

- *Decreased Top Speed.* Decreases the top speed of the Propulsion system by 50%, after Movement Penalty adjustments.

- *Decreased Handling.* Increases a Propulsion System's TurnRate by 50%. Pilots have a −1 penalty to all piloting Skill Rolls.

- *Decreased Acceleration And Braking.* Halves a Propulsion system's Accel/Decel rating, after Movement Penalty adjustments.

- *Low Torque.* The Propulsion system's Cargo Capacity (C") is halved, and the vehicle pushes and tows objects as if its Power were also halved. The vehicle takes double the normal Movement Penalties for moving uphill or over rough terrain.

- *Poor Manufacture.* All Functional Damage done to vehicle components is doubled.

- *Previously Owned.* The suspension is bad, the engine knocks, there's an oil leak, and the vehicle backfires every few yards. Add 50% to every Damage Roll made against the vehicle (round down), and any roll made by the vehicle or its pilot in which all the dice come up two or less is an Automatic Failure.

If a vehicle receives Performance Improvements, they must be represented on the vehicle model somehow, so that it is obviously a High Performance Vehicle. A player might add a spoiler, racing stripes, performance tires, a blower, high energy ion engines, a braking parachute, plasma-spitting quadruple exhaust, chrome detailing, flame decals, etc.

Performance Disimprovements do not necessarily have to be represented in any way. Leaving sections of the vehicle primer gray or rust brown, making the vehicle a LowRider, putting the chassis up on concrete blocks, or putting a Jaw-Jaw or a Dimmy behind the wheel are all fine ways of representing a Low Performance Vehicle.

It is considered extremely poor form to take Performance Disimprovements that will have no real effect, whether due to the nature of the vehicle or because of optional rules that are not going to be in use in a particular game. Be prepared to get whacked with the Hammer of Discipline.

6.2.1   Acceleration, Deceleration, and Turning

Players will have to decide for themselves how and whether they want to limit the acceleration, deceleration, and turn rates for some or all of their vehicles. In many battles these factors will not make enough of a difference to be worth the extra trouble to keep track of, and should be ignored.

A vehicle's basic acceleration and deceleration ability is determined by its Accel/Decel (A/D) rating. Like the Move" rating, this number is decreased by whatever Cargo Movement Penalties exceed the Cargo Capacity. A vehicle can accelerate or decelerate its current velocity by any number of inches up to its A/D rating, at the beginning of its turn (4.3.2 Acceleration). If a vehicle's A/D rating is reduced to zero or less by -CMP" or Functional Damage, the vehicle can no longer accelerate or decelerate under its own power. It will continue traveling at the same velocity until slowed to a stop by an uphill slope, friction, or other units shoving on it (4.3.4 Shoving and Dragging Objects). The vehicle may be stopped more quickly by driving it into a wall or detonating large chunks of the chassis.

If a player decides to limit a vehicle's ability to turn, he must calculate the vehicle's TurnRadius". The TurnRadius" indicates the tightest possible radius at which a vehicle can make turns, and will vary from turn to turn according to the vehicle's current velocity. There are two factors which determine the TurnRadius". First, a vehicle's TurnRadius" cannot be shorter than the length of its own chassis from front to back, unless the vehicle's propulsion type allows it to Turn in Place. Secondly, the vehicle's TurnRadius" cannot be less than its own current velocity - if the vehicle wants to make a very tight turn, it will have to take it slow. These limits are affected by the Improved Handling and Decreased Handling Performance Modifications.

Once the TurnRadius" has been determined, there are two ways to employ it on the battlefield. The first way is to keep track of the distance the vehicle has traveled. When it has traveled the length of its TurnRadius", it can turn 45 degrees. If its TurnRadius" is longer than its Move", it may have to wait a turn or more between each 45 degree turn.

The second method is to measure a length of string equal to the vehicle's current TurnRadius". Place one end of the string on the edge of the vehicle on the inside of the turn, and pull the far end of the string taut, directly away from the vehicle. The vehicle can then pivot around the point at the far end of the string.

Optional Rule: G-Force   :P

When a vehicle makes a sharp turn, the passengers and objects inside may be subjected to powerful centrifugal force. This force is measured in Gs, one G being equal to the downward acceleration of gravity. To calculate the number of Gs induced inside a turning vehicle, divide the vehicle's velocity squared by four times the radius of the turn:

$$\text{G-force of turn: (velocity)}^2/(4 \times \text{radius})$$

G-force may also be created by rapid acceleration or deceleration in any direction in a single round. This number of Gs is simply calculated by dividing the amount of acceleration or deceleration by 4.

$$\text{G-force of acceleration: (acceleration)/ 4}$$

At a G-force of one, any object in the vehicle that has not been secured will slide or be thrown around the interior of the vehicle. If the vehicle is of a type that banks during turns (airplanes and some spacefighters), objects will not slide around during turns.

Minifigs who are not wearing seatbelts can brace themselves in place and keep themselves from being thrown around until the G-force exceeds their own Power rating.

If the G-force is higher than 3G, minifigs may begin to lose consciousness. Every minifig exposed to high-G acceleration must make a Skill Roll vs. a UR equal to the number of Gs minus three, or take one level of Stun damage. If the Skill Roll is less than half of the UR, the minifig takes two levels of Stun Damage.

Optional Rule: Exceeding Performance Limits   :P

A minifig with the Piloting specialty can attempt to force a vehicle to exceed the limits of its A/D or TurnRadius" ratings. To do so he will need to make a Piloting Skill Roll against a UR equal to the number of inches by which he attempts to increase or decrease one or both of these stats. If the Piloting Skill Roll is successful, the maneuver succeeds and the vehicle can continue on its merry way. If the roll fails, something bad happens.

The nature of the bad result must be decided and agreed upon by the players at the table (this may require a What I Say Goes Roll). In almost all cases the result will be a simple Loss of Traction (defined later in this section), possibly accessorized by one or more Capsizings. If a Loss of Traction result is not appropriate, then the vehicle will typically take a point of Functional Damage to either the propulsion system or to the Power Source.

In certain situations a vehicle will experience a Loss of Traction. This might occur when a moped hits an oil slick, when a muscle car has its wheels shot out, when a jet-ski catches air off a big wave, or when a helicopter hits an inexplicable patch of airless vacuum. Minifigs with the Piloting Specialty can deliberately initiate a Loss of Traction in most vehicles, by pulling the emergency brake, cutting the throttle, baking the tires, or some such maneuver in order to rotate the vehicle sharply or to frighten passengers. This is called a Controlled Skid and does not require any type of Piloting Skill Roll.

When a vehicle experiences a Loss of Traction, the driver no longer has direct control over the direction or velocity of the vehicle. The vehicle continues moving in whatever direction it was moving when traction was lost. If the vehicle was turning at that critical moment, it will continue rotating at the same rate despite traveling in a straight line. A Pilot executing a Controlled Skid can choose this rate of rotation at the beginning of the skid, although the vehicle must travel at least as far as its own chassis length for every 180 degrees to its spin.

If the vehicle is top-heavy or hits an obstacle while traveling sideways, it will Capsize, falling over on its side and taking Collision Damage between itself and the ground. The Capsized vehicle will continue skidding along, possibly Capsizing several more times, potentially bringing itself upright once again. Boats and Trains are especially prone to Capsizing. Submarines are not.

When traction is lost, a driver without the Piloting skill must wait for the vehicle to regain it on its own. This is not an exact science and players must be willing to tolerate some imprecision. In general, a spinning vehicle will lose 60 degrees of spin per turn, and a vehicle that is not spinning but is facing in the wrong direction will turn to face the direction of its motion (or in the exact opposite direction, if that is closer) at a rate of 60 degrees per turn. The vehicle's motion will be slowed every turn according to friction (4.3.4 Shoving and Dragging Objects). When the vehicle has stopped, or when its spin has stopped and it is pointing towards or away from the direction of its motion, traction is restored and the driver regains control.

A driver with the Piloting skill has an additional option. He may use any Propulsion system on the vehicle to add an acceleration vector to the vehicle's motion and/or rotation (4.3.2 Acceleration), in addition to the effects described in the last paragraph. A Pilot can only accelerate in a direction that his Propulsion system can point (this may cover a 90-degree arc if his car has front-wheel drive), up to one half of the vehicles

Accel/Decel rating. The Pilot can also use the steering system to add or subtract 30 degrees from the vehicle's rotation.

6.2.2 Propulsion Types

A vehicle's Propulsion type will limit where it can drive around. Boats stop moving around when they're not in water. Trains are limited to the range of their TrainTrax. Ground Vehicles cannot drive around in midair. Fliers cannot dig tunnels into the sides of mountains (though it's fun to watch them try). Hover Fliers cannot escape the event horizons of black holes.

Ground Propulsion is straightforward and should be easy for players to handle. Almost any unusual situation which could affect a Ground vehicle's movement will be covered in 4.1: Moving Around.

The Propulsion type that gives players the most trouble is the Flier. A Flier is represented on the playing area as a vehicle with wings, propellers, etc., supported above the surface of the field by some kind of stand. The stand doesn't represent anything on the battlefield except the shadow of the Flier, and has no more effect than you would expect a shadow to have. Since Fliers fly, they don't take any movement penalties for rough terrain, and they can fly right over buildings and obstacles.

Optional Rule: Altitude   :P

> *Airplanes are interesting toys but of no military value.*
> –Marechal Ferdinand Foch, Professor of Strategy, Ecole Superieure de Guerre.

Generally, a Flier's altitude is assumed to be one Story (six Brix) higher than whatever surface is directly beneath it. If players want to go to the trouble of keeping track of a Flier's altitude, they don't have to change the height of the Flier stand every round (although they can if they want) - a stack of blue Pips next to the base of the stand is enough to indicate the number of Stories in the Flyer's altitude. A Flier can climb (losing 2" of speed) or dive (gaining 2" of speed) one story of altitude per round. Unless it is dropping bombs or firing some kind of hinged belly-guns, a Flier shooting at targets more than a full Story lower than itself will have to drop its nose and lose a full Story of altitude. Similarly, a Flier firing at targets more than a full story above itself may have to raise its nose, gaining one Story of altitude. Unpowered Fliers (Gliders) either sacrifice 2" of speed or lose one story of altitude every turn. Any non-Hovering Flier that travels less than (Size")+5" per turn automatically loses one Story of altitude.

These rules can also be used to keep track of a Submarine's depth below sea level, except that a Submarine does not gain or lose speed in relation to changes in depth.

To take off and land, non-Hovering Fliers need a stretch of clear terrain or roadway to use as an airstrip. A regular Flier needs to travel (Size")+5" per turn to achieve liftoff and to remain airborne. If the Flier can reach that speed before the end of the runway, or can decelerate from that speed within the length of a landing strip, then everything will be fine. Otherwise, the Flier crashes into whatever is at the end of the strip.

7

Siege Weapons

I know not with what weapons World War Three will be fought, but World War Four will be fought with sticks and stones.
—Albert Einstein

Vehicles are nice for moving troops around in a hurry, and bases are nice because they give troops a strong point of defense. But let's not kid ourselves - the real reason you want to have these things around is because the weapons your soldiers are carrying around just aren't big enough to really satisfy your appetite for destruction. Bases and vehicles justify their existence by carrying the really big guns.

7.1   Mounting Siege Weapons

Any troop-level weapon can be mounted on a Platform for 1 CP (plus the cost of purchasing the weapon), but who wants to buy troop-level weapons when there are Siege Weapons to be had? This is no time to wuss out. Take a look at the different sets of weapons in the charts throughout this chapter and you'll see what we're talking about. Siege weapons are designed to be mounted, so the listed cost for buying the weapon is the cost of mounting it.

Every Siege Weapon has a Power requirement (PwrRq). The Siege Weapon cannot be activated unless at least that much Power is being supplied to it by a Platform Power Source, by portable battery packs, or by the hard labor of slaves and beasts of burden. A Siege Weapon does not 'use up' the Power supplied by a Platform Power Supply; that Power is still also available to any other Siege Weapons or devices that are attached to the Platform.

Whatever direction a mounted weapon is pointing is pretty much the direction it fires. A mounted weapon has a 45 degree cone of fire (22.5 degrees to either side and above and below the direction the weapon is pointing). If a player wants to shoot at something that is not in that cone of fire, he'll have to turn the weapon somehow. If the weapon is mounted on a vehicle, just turn the vehicle to face in the proper direction. If it's on a building, you're not going to have much luck trying to rotate the building. Also, if the weapon is mounted on the top of a wall, and enemies are camped out at the base of the wall, the gunners are going to wish they had some way to point the guns downward.

Good thing there are turrets and hinges! For 3 CP, a player can mount a group of weapons and devices on a turret or hinge that allows them one axis of rotation. Any combination of turrets and hinges that allows multiple axes of rotation for a single weapon group costs 5 CP.

7.2   Using Siege Weapons

Siege Weapons are described in charts similar to the charts used for troop weapons. Most of the column headings are equivalent to those found in 2.2: Ranged Weapons.

The two new headings are Size" and PwrRq. Size" describes the minimum length, usually in inches, of the weapon or weapon barrel. This is the most generic way to differentiate between the Mk levels of each weapon type, and it is only included in case players are unable to think of more elegant solutions themselves. PwrRq indicates the Power Requirement of the weapon. The weapon can only operate if at least this amount of Power is supplied to it.

Until the invention of RobotBrains (Supplement RV: Robotic Vehicles), Siege Weapons can only be fired by minifigs. With all those futuristic ComputerViruses, it's too dangerous to let computers fire weapons. A minifig can either use manual or central controls to operate a mounted weapon (5.2.2: Controls). With manual controls, the minifig must actually be standing or sitting next to the weapon (or weapon group). Central controls are usually used by a Pilot to fire the weapons on his vehicle. Central controls can also be used by a minifig at a base ComputerBank to control base weapons.

A minifig cannot control Siege Weapons both manually and centrally in the same turn. Whichever one of the two control methods he chooses to employ, he can control however many weapons that type of control gives him access to.

Each minifig can only shoot at one target per turn. If a player has two mounted weapons and wants them to fire at two separate targets, he'll have to have a separate minifig firing each.

For larger Siege Weapons, the Usage Rating is beyond the maximum Skill Rolls of most minifigs. This is intentional; units firing these guns should either focus on targets large enough to get tagged by NearMisses (3.1.2: NearMiss Rules), take advantage of Scouts' Targeting Specialty (8.2.2: Scouts), or pray for Critical Success Rolls (1.4: Basic Combat). Siege Weapons are affected by the same Ranged Attack Modifiers as troop weapons (3.1.1: Ranged Attack Modifiers).

If a mounted weapon is not manned by the side that owns it, an enemy can sneak up and use it for his own nefarious purposes. For weapon emplacements just sitting out in the wilderness, all he has to do is show up and he can use it right away. For weapons mounted on vehicles, he has to get into the gunner's seat (if there is one), or (more usually) eliminate the driver and commandeer the vehicle. For weapons mounted on a computerized Platform, once he takes control of a ComputerConsole on a weapon, there's a good chance the Main Computer will cut Power to that weapon (5.2.2: Controls), so he may want to bring some PowerPax.

7.3   Siege Ranged Weapons

7.3.1   Ammo-Free Guns

The Ammo-Free Guns are divided into three groups. The first is Lasers, which cover all guns which fire in a straight line (lasers, machine guns, phasers, etc.). Blasters also fire in a straight line, but their beams are composed of phased energy which causes an explosion wherever it strikes (disruptors, plasma cannons, antimatter projectors, etc.). Ballistix are any type of slug-thrower, launching physical projectiles in a parabolic arc (tank cannons, mortars, artillery, deck guns, etc.). Smaller Lasers and Blasters can be used for Automatic Fire at TL5 and above (3.3.4: Automatic Fire). Blasters and Ballistix cause Explosion Damage wherever they hit (3.4.2: Explosions). (In Ballistik Damage ratings, only the d20s are used to determine an explosion's area of effect.)

Many of these weapons are 'slow,' meaning they must wait a turn between each firing, or '2 × slow,' meaning they must wait two turns. If this becomes a problem to keep track of, place white Pips on slow weapons to indicate the number of turns before they can be fired again.

Lasers fire only in straight lines. If a Laser weapon completely destroys a target, whatever Damage is left over will continue in the same trajectory to strike any object behind the original target, within the maximum range of the laser. Blasters expend all their energy in an explosion when they hit a target, and do not continue on in this fashion (3.4.1: Overkill).

While Lasers and Blasters fire in straight lines, Ballistik weapons fire in high parabolic arcs. If a Ballistik weapon is restrained from elevating its barrel to at least 30 degrees, whether due to mechanical malfunction or because it is trying to fire underneath an obstacle, its maximum Range is halved. (The mechanical hinge used to elevate a Ballistik barrel is provided free at no extra CP cost.) A Ballistik weapon can fire over the tops of obstacles to hit targets on the other side. They can be used to hit distant enemies outside their range of sight if one of their Scouts can Target the enemy and relay the position back to the Ballistik gunners.

Classification: Lasers
Generic Ranged Siege Weapons

Weapon	TL	CP	Range	UR	–CMP"	PwrRq	Size"	Damage
Las MkI (auto)	4 (5)	16	20"	3 (6)	–1"	2 (4)	1"	2d6+2 2d6 (auto)
Las MkII (auto)	5 (5)	20	20"	4 (7)	–1"	4 (6)	2"	3d6+2 3d6 (auto)
Las MkIII	5	24	25"	5	–2"	8	3"	6d6
Las MkIV	6	28	25"	6	–3"	12	4"	8d6 (slow)
BeamCannon MkV	6	30	30"	7	–4"	15	5"	10d6 (2 × Slow)

Classification: Blasters
Explosive Ranged Siege Weapons

Weapon	TL	CP	Range	UR	–CMP"	PwrRq	Size"	Damage
Bla MkI (auto)	5 (5)	15	16"	4 (7)	–1"	2 (4)	1"	1d10+2 Exp 1d10 Exp (auto)
Bla MkII	5	15	16"	5	–1"	4	2"	2d10+2 exp
Bla MkIII	5	20	20"	6	–3"	6	3"	3d10 exp (slow)
Bla MkIV	6	25	20"	7	–5"	8	4"	4d10 exp (slow)
Yamato MkV	6	30	25"	8	–7"	12	5"	5d10 exp (2 × slow)

Classification: Ballistix
Parabolic Ranged Siege Weapons

Weapon	TL	CP	Range	UR	–CMP"	PwrRq	Size"	Damage
MrtrMkI	3	10	16"	5	–2"	2	2"	1d20 exp (slow)
MrtrMkII	4	12	20"	6	–3"	4	4"	1d20+2d6 exp (slow)
MrtrMkIII	4	16	24"	7	–4"	6	6"	2d20 exp (slow)
MrtrMkIV	5	18	28"	8	–5"	8	8"	2d10+1d6 exp (slow)
BigBertha MkV	5	20	30"	9	–6"	12	10"	3d20 exp (2 × slow)

()–numbers listed in parentheses are for guns used in Automatic Fire (3.3.4: Automatic Fire).

Weapons listed as (slow) must wait one turn between firings. Weapons listed as (2 x slow) must wait two turns between firings. At TL5, all Ammo-Free Guns may be bought as Stun weapons, doing Stun Damage to all targets. At TL6 and TL7, all Ammo-Free Guns can switch on the fly between Stun and regular Damage.

7.3.2 Ammo-Dependent Guns

The Ammo-Dependent Guns are divided into two groups: Cannons, which can only fire shells that were specifically designed for them, and Mass Drivers, which can fire anything you can load into the launch chamber. Ammo-Dependent guns operate under the same rules as Ballistik weapons, in that they normally fire in parabolic arcs but can be used for straight-line firing at half the range (except for something like a catapult, which can only be used for parabolic attacks, for obvious reasons). The 30-degree elevation requirement is typically ignored for Pirate Cannons.

Cannons cover all the same gun types as Ballistix, but are more 'realistik' in that all the ammunition has to be bought separately (see the next section, 7.3.3: Ammo) and loaded into the weapon somehow. The costs above are for weapons that are auto-loading; CP costs are halved if the weapon's individual shells must be loaded manually.

A Cannon's Damage rating is determined by the shells it fires. Any type of Explosive can be designed to be fired from a Cannon, as long as it is not larger than

Classification: Cannons
Special Payload Launching Siege Weapons

Weapon	TL	CP	Range	UR	−CMP"	PwrRq	Size"	Max Payload
Pirate Cannon	3	5	16"	6	−1"	1	2"	Cannonball (Explosive MkI)
Cnn MkI	4	10	16"	4	−1"	1	2"	Explosive MkII
Cnn MkII	4	12	18"	5	−2"	2	3"	Explosive MkII
Cnn MkIII	4	14	20"	6	−4"	4	4"	Explosive MkIII
Cnn MkIV	4	16	22"	7	−8"	8	6"	Explosive MkIV
Cnn Mk V	5	18	24"	8	−12"	12	8"	Explosive MkV

A Cannon's Damage is determined by the shells it fires.

Classification: Mass Drivers
General Payload Launching Siege Weapons

Weapon	TL	CP	Range	UR	−CMP"	PwrRq	Size"	Max Payload
Drvr MkI	2	20	20"	7	−12"	5	3"	1 Blok (slow)
Drvr MkII	3	30	30"	8	−16"	10	6"	2 Blox (slow)
Drvr MkIII	4	40	40"	10	−20"	15	8"	4 Blox (slow)
Drvr MkIV	5	60	50"	12	−24"	20	10"	8 Blox (slow)
MeteorGun MkV	6	80	60"	16	−30"	30	12"	12 Blox (2 × slow)

Mass Drivers' Damage is determined by the Mass of the payload and the Mk number of the Mass Driver: (Mass) × (Mk# × 1d10 exp)

Explosion size is determined by the Mk#, and is not influenced by payload Mass.

Launched objects spend one round in the air and do not land until the beginning of the following turn.

the Cannon's Maximum Payload rating. If a Missile is fired from a Cannon, it may use its own Range or the Range of the Cannon, whichever is greater.

Pirate Cannons require the CannonBall and GunPowder to be loaded separately. Minifigs carrying either a CannonBall or a GunPowder barrel take -3" of Cargo Movement Penalty. CannonBalls are loaded by dropping them into the front of the Cannon, while powder is loaded by touching the Barrel to the back of the Cannon. Fire is then applied to the fuse (Cannons never run out of fuse) to fire the Cannon, being careful to keep the GunPowder Barrel away from any open flame. The Skill of the minifig lighting the fuse is used to make the attack.

At later TekLevels or in special situations, larger Cannons can be converted to Black Powder Cannons, halving their CP cost. At TL4 and higher, Black Powder Cannons can have automatic fuses, eliminating the need for open flame. Minifigs must load enough powder to meet the Power Requirement of the Cannon; a minifig with a GunPowder Barrel can load 2 Power worth of powder per turn.

Mass Drivers cover everything from medieval catapults and trebuchets to high-tek rail guns and gravitik accelerators. Mass Drivers are expensive, huge, slow, and extremely inaccurate (make sure you're familiar with 3.1.2: NearMiss Rules). On the other hand, they do amazing amounts of damage at very long range, and can deliver all kinds of fascinating and unconventional payloads.

A Mass Driver can launch any object that will fit into its launch chamber, as long as the object does not weigh more than the Mass Driver's Maximum Payload rating (4.3.1: Determining Mass). Mass Drivers can be used to launch Flyers when no runway is available, or to launch paratroopers over enemy lines. Historical catapultists have enjoyed tossing piles of plague victims over the walls of besieged cities, or great flying bonfires of burning wood and coal. Typically, however, they just pile big heavy rocks into the scoop and let fly.

If the object is launched in a parabolic arc (mandatory for catapults, optional for linear accelerators firing within half their maximum Range), the object spends a full round flying through the air and does not land until the beginning of the following turn. Build a little 'X' and place it at the target point when the Mass Driver fires, but do not make the Attack Roll and determine the NearMiss point of impact until the object actually comes down on the following round.

When the object strikes, it does Explosion damage equal to the Mass Driver's Mk number times 1d10; the damage from this explosion is then multiplied by the Mass of the launched object. *Only* the Mk number should be used in determining the explosion's area of effect (3.4.2: Explosions), otherwise bizarrely large explosions can result. Launched objects take full damage from their own impact, and do not typically survive to be used twice.

After a launch, Mass Drivers require a full turn to power back up again (two full turns for a MkV Driver). In the case of catapults, this will require as many minifigs as it takes to meet the catapult's Power requirement, winching the throwing arm back into position. If the minifigs do not have enough Power to meet the requirement, the winching time is increased accordingly; e.g., at half the PwrRq winching takes twice as long. Most Mass Drivers require some kind of auxiliary loading mechanism, such as a team of boulder-carting slaves or a mechanical crane hefting barrels of industrial waste.

7.3.3 Ammo

Explosives are lots of fun. At no extra cost, an explosive's Damage potential can be converted to any of a wide number of alternate explosive payloads, depending on an army's TekLevel. Incendiary phosphorous, nerve gas, neutrino bursts, tear gas, ink and paint bombs, concussion, biological agents, confetti, and propaganda pamphlets have all been used to good effect. Cheap, powerful, and able to affect large areas, an Explosive's only major drawback is that it can be used only once.

The stats listed above are for

Classification: Explosives
Siege Demolition Weapons

Weapon	TL	CP	Range	UR	−CMP"	PwrRq	Size"	Damage
Gunpowder Barrel	3	3	—	3	—	—	—	2d10 Exp
Exp MkI	3	2	—	3	—	1	—	1d10+3 Exp
Exp MkII	3	3	—	3	—	1	1/2"	2d10 Exp
Exp MkIII	4	4	—	3	—	2	1"	2d10+3 Exp
Exp MkIV	4	6	—	4	−1"	3	2"	3d10 Exp
Exp Mk V	4	8	—	5	−2"	4	3"	4d10 Exp
RyderTruk MkVI	4	10	—	6	−3"	6	4"	5d10 Exp

CannonBalls are bought at half the CP cost of equivalent-sized Bombs.

Explosives dropped as Bombs or fired from Missile banks. If the Explosives are bought as ammunition to be fired out of Cannons, they do not require complex aiming and firing mechanisms of their own and so incur no −CMP" or PwrRq

Missiles

Weapon	TL	CP	Range	UR	−CMP"	PwrRq	Size"	Damage
Whd MkI	3	4	16"	6	—	2	1"	1d10+3 Exp
Whd MkII	4	6	20"	6	-1"	4	2"	2d10 Exp
Whd MkIII	4	8	24"	7	-2"	6	3"	2d10+3 Exp
Whd MkIV	4	12	28"	7	-3"	8	4"	3d10 Exp
Whd MkV	4	16	32"	8	-4"	10	5"	4d10 Exp
Taktikal Nuke MkVI	5	20	36"	8	-5"	12	6"	5d10 Exp

Ignore UR, −CMP", and PwrRq ratings of Explosives that are bought as ammunition for Cannons.

on the Platforms on which they are mounted. When firing Missiles and Bombs from Cannons, use the Range and UR of the Cannon (unless a Missile's Range is higher).

At TL4 and higher, the powder load and ball are normally packaged together in a single convenient shell, but Pirate Cannons and other Black Powder Cannons require CannonBalls and GunPowder to be loaded separately (7.3.2: Ammo-Dependent Guns). CannonBalls are bought with the same stats as the equivalent Bomb but at half the CP cost. GunPowder Barrels never run out of GunPowder but will explode if exposed to flame, lasers, hot lead, or heavy impact, so handle them with care.

7.3.4 Siege Close Combat

Massive guns and explosives are fine in their own right, but they pale in comparison with the legendary weapons with names like Oxy-Acetylene Jaws of Death, Spiked Wrecking Balls of Steel, Nuclear Buzzsaw Hand, and The Ten-Story Blender. No matter which side wins or loses at the end of the day, it will be these titanic machineries of destruction that capture the imaginations of generations to come.

If you want to give your Platform arms and legs (or tentacles, tails, wings, etc.), you should take a look at the Robotic Vehicles Supplement (Supplement RV: Robotic Vehicles). Your Robot can then use Siege CC Weapons as if it were a giant minifig; otherwise you'll have to hard-mount them to the exterior of your Platform.

A Siege CC Weapon is like a Troop CC Weapon that has been gratuitously and ridiculously blown out of proportion. Troop CC Weapons are designed to be used by Troopers with a Power Rating of 1. Because a Platform's Power Rating can be many times larger, players can give them CC Weapons that are that many times bigger, stronger, and more expensive.

To convert a Troop CC Weapon to a Siege CC Weapon, first choose a Size Multiplier ('SizeX' or 'Sx'). The Siege CC Weapon should be about this many times as big as the original troop weapon, although this is not critical. The new weapon's statistics will be as follows:

Siege CC Weapons can be further modified using the Customized Equipment chart in 2.5: Creating New Weapons and Equipment.

If your Robot picks up the weapon with hands or claws, then you're all done. The Robot uses the weapon just as a Trooper would use the equivalent troop weapon.

Classification: Siege CC Weapons
Tools of Glory

Original Troop Stat	New Siege Stat
Size	Size × Sx
TekLevel	TL + (Sx − 1)
Two-Handed	Same, if on a Robot with Hands
CP Cost	CP × Sx
Usage Rating	UR + Sx
−CMP"	−CMP" × Sx (min −2")
Damage	Damage × Sx
Power Required	(Sx) Power
Maximum Damage/AV	MaxDam × Sx

If the weapon is welded directly to a Platform's surface, it costs an extra SizeX CP. Hinges and turrets can be added as usual.

7.3.5 Siege Equipment and Armor

Many kinds of Siege Equipment and Armor can be created in similar fashion to Siege CC Weapons: choose the closest equivalent item of troop equipment or armor and modify the stats according to SizeX. If you want to put a BullDozer blade on the front of your DeathSUV, for instance, you can 'siegeify' a BigShield. A BigShield with a Size Multiplier of 4 would have a TL of 4,

Classification: Siege Equipment
Special-Purpose Siege Items

Item	TL	CP	−CMP"	PwrRq	Size"	Effect
Self-Destruct	3	Pwr	—	—	—	Blows Power Source
Shield Projector (per +1d6 AV)	5	4	—	1	4 Dots	increases Armor
Scanner (per 5" Range)	5	2	−1"	1	4 Dots	Scans Area
Vehicle Cloak (per 1 Blok)	6	3	−1"	1	4 Dots	Cloaks Moving Object
Base Cloak (per 1" radius)	6	10	—	2	4 Dots	Cloaks Building
Teleporter (per 5 b")	6	10	−1"	3	4 Dots	Teleports Objects

CP, −CMP", PwrReq, and Size" for all items except the Self-Destruct are cumulative if multiple copies of the item are installed.

cost 8 CP, have a Movement Penalty of −2", require 4 Power, and have 16 Armor in addition to the vehicle's normal armor rating. This Armor wouldn't apply to the whole vehicle, just to the BullDozer blade itself. The blade could then be used for smashing into obstacles and blocking weapons fire.

There is no formula to cover the infinite variety of Siege Equipment devices that you might come up with; you'll have to discuss the stats, point cost, abilities, and appropriateness with the other players in the game and make sure none of them feel it will be unbalancing or have other negative effects.

The following table lists some popular Siege Equipment devices; you will surely think of other possibilities. Even these basic devices can substantially change the nature of a game, and you should discuss them with other players before deciding whether or not to allow them in any given battle.

For as many CP as are in the Power Rating, a Self-Destruct device can be wired in to any Power Source to induce catastrophic failure. The device itself is extremely simple, consisting of a single Big Red Button, occasionally placed inside a locked compartment but more usually left out in the open to tempt the ignorant and casual passers-by. A Manual Override, consisting of a light switch, can also be included at no extra cost. The Self-Destruct controls can be placed on the Power Source or at any set of Main Controls. Any number of Self-Destruct controls can be installed for a single Self-Destruct device at no extra cost, but a single Self-Destruct Device can only affect one Power Source.

When a Big Red Button is pressed, the Self-Destruct countdown can be set for any number of rounds, or may be set to go off instantly. The system can be disarmed and reset by flipping a Manual Override switch, if one exists.

When the Self-Destruct device goes off, a mechanical Power Source such as a sail, waterwheel, or windmill will simply collapse, doing at best (Power × 1d6) damage to anything that happens to get caught in the machinery or smashed by falling parts. Combustible Power Sources on the other hand, from steam engines to nuclear fission pods to antimatter reactors, detonate and do (Power × 1d10) explosion damage.

Shield Projectors are a quick way to add Armor to a Platform without increasing Mass. The drawback is that while the Shields are raised, the Power they use is not available to other weapons and devices on the Platform, effectively lowering the Platform's Power Rating. Devices whose Power Requirement is higher than the

Platform's decreased Power Rating can no longer be activated or used. Propulsion devices still operate at full efficiency however.

Each Shield Projector (usually a 2 × 2 Brik or cylinder) must be placed in an exposed position extruding from the exterior of the Platform, a tempting target for enemy fire. Regardless of the Armor Rating of the Platform, a Shield Projector's base Armor Rating is always 1d6, plus whatever bonuses it gets from raised Shields. Ideally, a Platform with Shields should be constructed in a way to make it easy for players to see how many of its shields are raised and lowered; for instance, a number of switches equal to the number of Shield Projectors can be placed in a row on one side of the Platform.

At any point in a round, including on other players' turns, a Platform with Shields can deactivate one or more Shield Projectors to free up Power, or it may deactivate a narrow section of shielding in order to allow passage of friendly units or other objects. Reactivating shields, on the other hand, can only take place at the beginning of the Platform's turn and at no other time.

Shields may also be purchased specially as Energy Shields, which provide 2d6 Armor vs. energy attacks but no defense against physical projectiles, or Deflector Shields, which provide 2d6 Armor vs. physical attacks but have no effect on energy.

(A different set of Shield Projector rules is available to Robotic Vehicles. See the Optional Rule: Robotic Performance Modification in Supplement RV: Robotic Vehicles.)

For Platforms with Scanners, Scanning capability is bought in 5" chunks. A Scanner that had 25" Scanning Range, for instance, would cost 10 CP, incur −5CMP", require 5 Power, and use a Scanning Dish with an area of at least 20 dots. A Scanner is always active, requiring no action on the part of the minifig operator, and scans everything in a 45 degree cone around the direction it is pointing (for this reason many scanners are placed on turrets and rotate once per turn). The scanning unit knows everything there is to know about any object within its scanning area, regardless of interference, obstructions, or even Stealth (8.3.1: Ninjas), unless the object is Cloaked. A Scanner can detect a Cloaked object or unit on a roll of '6' on 1d6. It makes a separate roll for each Cloaked object in its scanning area, once per turn. A Cloaked object that is detected remains detected for one turn, and then must be re-detected. Allied units in communications range of the Scanning unit may attack detected Cloaked objects at −5 to Skill.

A Scanner can be set to lock on to any detected object in a Targeting Scan. While the Scanner is focused in this way it cannot scan any other objects. Cloaked objects locked in a Targeting Scan will remain detected until the lock is abandoned or until they move out of Scanning range. Allied units in communications range of the Scanning unit may attack a Targeted object at +1d6 to Skill, even if the target is Cloaked. This bonus is not cumulative with other Scanners or with bonuses from the Targeting Specialty of Scout minifigs (8.2.2: Scouts).

Cloaking capacity is bought in chunks of 1 Blok of Cloaked Mass for Vehicles and mobile units, or in incremental 1" chunks of Cloaked Area radius for Bases and stationary objects. For instance, a stationary Cloaking Field that Cloaked everything in an 8" radius would cost 80 CP, require 16 Power, and the Cloaking device would have an area of at least 32 dots. A Cloaked and stationary object is effectively invisible. A Cloaked unit or moving object is not perfectly invisible, but has the equivalent of a Ninja minifig's Stealth specialty (8.3.1: Ninjas). If a Cloaked unit fires a weapon, makes an attack, or has any physical interaction with an enemy unit, it is Uncloaked until the beginning of its next turn.

Like a Shield Projector, Cloaking devices must be placed exposed on the surface of a Platform, and a Cloaking device 'uses up' Platform Power, decreasing the Power available to other weapons and devices. Cloaking devices may be deactivated at any time, but may only be reactivated at the beginning of the Cloaking player's turn.

Teleportation ability is bought in chunks of five Blok-Inches, meaning the Mass of the object teleported times the distance traveled. A Teleporter with a 20b" capacity could in a single turn send a 2-Blok object 10", a 5-Blok object 4", four 1-Blok objects 5", or any equivalent combination. The Teleporter can only send units and objects from its Teleporter Pad or Teleport distant objects back to its Teleporter Pad. The Teleporter may be used to Teleport a distant object back to its Teleporter Pad and then away to somewhere else in the same turn in a Double Teleportation, if this does not exceed the Teleporter's maximum capacity for the turn.

When an object or unit is in the process of Teleportation, it is immobilized in an energy field. The immobilized object exists in two places at once (three if it is a Double Teleportation), both at its origin and intended destination. While immobilized, it is subject to attack at both locations. If the Teleported object is a unit, the unit materializes and remobilizes at its destination at the beginning of the unit's next turn. Otherwise, the teleported object materializes at its destination at the beginning of the Teleportation device's next turn.

If a Teleporter is used to Teleport an unwilling unit, the unit may attempt to break free of the energy field. To do so, the unit makes a Skill Roll against a UR of TL-2. On a success, the Teleporter is unable to achieve a lock; Teleportation is aborted but the Blok-Inches that would have been used are still used up anyway. If the Skill Roll results in a Critical Failure, then there is a Teleporter Malfunction (see below).

Teleporters cannot Teleport objects through Shields, Energy Shields, or other force fields, but there is not much else that hinders them. They cannot Teleport objects into other solid objects or into any medium denser than water. For every object that is Teleported, every time that it is Teleported, roll 1d10. (For multiple objects being teleported together, roll once; for multiple units being teleported together, roll once for each unit.) On a 1, there has been a Teleporter Malfunction and you must roll 1d10 on the Heisenberg Ker-Pow! Table.

The Heisenberg Ker-Pow! Table

Any time an object or unit is Teleported, a roll of 1 on 1d10 means there has been a Teleporter Malfunction, and the Teleporting player must make a Heisenberg Ker-Pow! Roll.

Roll 1d10	Teleporter Malfunction
1	Doppelganger Syndrome Teleportation proceeds as normal except that two copies of the teleported object arrive where one was expected. The two objects are identical in every way (if you aren't able to scrap together an identical PBB model on the spot you'll have to substitute a couple of Blox and everybody will just have to use their imaginations.) If the duplicate objects are minifigs or other intelligent units they will seem to get along for the remainder of the battle, but in the days afterwards they will inevitably become deadly rivals.
2	Temporal Misalignment Objects experiencing Temporal Misalignment move at double-speed. This is hardly noticeable when the object is something like a mineral sample or a coffee mug, but for active units it can be quite exciting. Every round, the affected unit takes its turn twice. At the end of the double-turn, roll 1d6. When the die comes up '1', the effect wears off.
3	Phase Shift The object arrives slightly out of phase, causing functional impairment. Living units are Stunned and somewhat confused. Mechanical units have all their useful stats (Move", Range, Armor, Damage, etc.) halved. At the end of each turn, roll 1d6. When the die comes up '1', the phase realigns and the effect wears off.
4	Unexpected Delay Because of an unknown error, Teleportation takes even longer than usual. The object takes an additional turn to materialize, at which point a new roll on the Heisenberg Ker-Pow! Table must be made.
5	Minor Targeting Error The object arrives 1d6" away from its intended destination (Teleporting player's choice). The object's orientation is anything but right-side-up (opposing player's choice).
6	Subatomic Drift The object materializes correctly on the macroscopic level but on the subatomic level everything is all mixed up. Living brains, computer hard drives, and any other electrical or quantum data storage is wiped clean. Minifigs become vegetables; computers become doorstops.
7	Reversed Quantum Polarity The object seems to materialize correctly but is in fact a similar but oppositely-natured object from an evil parallel universe. Good minifigs become evil and evil minifigs become good. Loyal troops become dirty traitors. Peaceful healers become homicidal death machines. Players will have to brainstorm together and use their imaginations to think of the best "opposite nature" for a given object, especially for something difficult like a paperweight or a bowling ball. Only in rare cases should the new "opposite nature" be advantageous to the Teleporting player.
8	Catastrophic Targeting Error The object misses slightly and is partially (25%–50%) embedded in some other object near the intended target location. Active units may still continue to have limited function, depending on which parts are unembedded; living units may remain conscious and complain loudly for a turn or two before dying a horrible and agonizing death.
9	Topology Mismatch All the parts of the object materialize but in the wrong orientation. And not just a little bit wrong, either. Some parts are melted, some parts are mangled, some parts are fine but just in the wrong place; overall the object appears to have gone through a Teleportational blender. There is no way to repair the object. If the object previously had dangerous isotopes or chemicals in containment, then it's time to clear the area because they are not in containment anymore.
10	Subspace Packet Loss A tiny part of the object materializes correctly. Where is the rest? It is a mystery.

8

Standard Combatants

It is not the critic who counts, not the man that points out how the strong man stumbled, or where the doer of deeds could have done them better. The credit belongs to the man who is actually in the arena; whose face is marred by dust and sweat and blood; who strives valiantly, who errs and comes short again and again; who knows the great enthusiasms, the great devotions, and spends himself in a worthy cause, who at best, knows in the end the triumph of high achievement; and who, at the worst, at least 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

Every great Civilization has learned through bitter experience to maintain a standing army of trained military professionals. These dedicated soldiers are the men, women, animals, droids, and miscellaneous others who risk their lives (and the lives of as many innocent bystanders as possible) in a constant effort to destroy as many enemies and as much enemy property as they can, all in the name of their home Civilization.

In a typical BrikWars game, each Civilization is represented by a single color (or group of colors, if a player doesn't have enough minifigs of a single color). A Civilization's professional soldiers are required to wear suits of these colors, and their vehicles and buildings feature these colors prominently in their paint jobs. 'Camouflage' means nothing to these hardened minifig veterans (true warriors do not learn French words, due to the widespread suspicion that familiarity with the language inspires a soldier to surrender at the first sign of trouble).

8.1   Soldiers

If one keeps his state founded on mercenary arms, one will never be secure; for they are disunited, ambitious, without discipline, unfaithful; bold among friends, among enemies cowardly; no fear of God, no faith with men; ruin is postponed only as long as attack is postponed; in peace you are despoiled by them, in war by the enemy. The cause of this is that they have no love nor cause to keep them in the field other than a small stipend, which is not sufficient to make them want to die for you.

–Niccolo Machiavelli, *The Prince*

There are many types of soldiers, from the generic Troopers to highly trained specialists like Medix and Mechanix. Most Civilizations develop intense training programs for their own unique specialist units. Every type of soldier has its part to play during the course of a battle.

8.1.1 The Trooper

> *It's just a job. Grass grows, birds fly, waves pound the sand. I just beat people up.*
> —Muhammad Ali

The Trooper, who was originally introduced in 1.3: The Trooper, is the standard 'grunt' soldier of his Civilization. The costs and statistics of all other troop types are based on his basic model. Troopers are represented by generic warrior minifigs of their Civilization's color, wearing some kind of protective helmet (unless their Civilization is one that has not yet developed Helmet Teknology, such as CaveMen or TribalMen).

    For more information about Troopers and an explanation of the basic troop statistics, take a look back at 1.3: The Trooper. The two statistics new to this chapter are 'Specialty' and 'Ratio.'

Classification: Trooper
General Purpose Disposable Infantry

Move:	5"
Armor:	TL + 1 AV (min 2)
Skill:	1d6
Cost:	TL + 1 CP (min 2)
Specialty:	None
Ratio:	None (troop)

Specialty   A regular Trooper never retreats, is incorruptibly loyal to his Civilization, has no need for sleep, food, or companionship, and is an expert in the use of all weapons of his Civilization's TekLevel. If he has any special training, powers, or limitations besides these normal Trooper abilities, they are listed under the Specialty heading. A soldier's specialties will affect his CP cost.

    Many troop Specialties can also be given to equipment items or Siege devices, whether through enchantment or special teknology, and some Specialties can be bought in multiples for cumulative effects. Players should be cautious if they explore either of these applications of the Specialty rules, as there is a potential for abuse.

    In the case of the basic Trooper, he has no particularly special abilities beyond his normal everyday talent for kicking PBB butt. These are a few of the Specialties commonly assigned to otherwise generic Troopers, and their associated CP costs:

Specialty: Marksmanship (+0CP)

The unit's training has focused on the use of ranged weapons, at some cost to its skill in hand-to-hand combat. The unit has +1 to Skill when firing a ranged weapon, and -2 to Skill when attacking with or defending against Close Combat weapons. This Specialty is appropriate to units like archers, musketeers, riflemen, or snipers.

Specialty: Shock Troop (+0CP)

This unit's training has focused on hand-to-hand combat, with a decreased emphasis on the use of ranged weapons. The unit has +1 to Skill when attacking or defending in Close Combat, but -2 to Skill when making ranged attacks. This Specialty is rarely seen after TL3, except among professional athletes.

Specialty: Horsemanship (+1CP)

Troopers of any age have a basic ability to ride the steeds appropriate to their culture. However, the ability to control an animal and make attacks at the same time takes an advanced skill in horsemanship. Without this specialty, a unit making attacks from horseback (or from the back of whichever animal on which he happens to ride) may not direct the animal to turn, accelerate, or decelerate in the same round. (This is similar to the Piloting Specialty described in 6.1: The Pilot.)

Ratio.   The Ratio statistic is only used when playing by the optional Troop Ratios rules.

Optional Rule: Troop Ratios   :P

With all the new breeds of warrior introduced in this chapter, it is possible for an army to be overbalanced with too many of the more powerful troop types. If players are keeping careful CP budgets to ensure evenly matched armies, the army with too many high-end troops will often find itself at a disadvantage to its qualitatively inferior but numerically superior opponents. If players are ignoring point budgets and just building armies on the fly, it may seem unfair if one player builds his army entirely out of superheroes and demigods. If this becomes a problem, consider forcing everyone to play by the Troop Ratios rules. If this isn't a problem, keeping track of ratios will only waste everyone's time and should be ignored.

Every troop type is given a Ratio statistic. There are no rules governing the choice of a troop type's Ratio, and a group of players may choose to change or ignore the Ratio stats of specific troop types if the mood strikes them. The Ratio statistic has no effect on the CP costs or abilities of units.

Troop types that are not especially unique, powerful, or rare have no Ratio requirements and are counted as generic 'troops.' A more specialized troop type's Ratio will require a certain number of troop-level soldiers to be bought and fielded before the specialized unit will be allowed. The Ratio requirements of multiple specialized units must be satisfied separately; if a player hopes to field two units with Ratio requirements of 5 and 7, a total of 12 troop-level soldiers must be fielded first.

Some special units will have ratio numbers based on other factors, such as the number of vehicles or androids in the battle. The most powerful units will be limited to one or two per battle, regardless of how many troops are in play. In general, units with a higher Troop Ratio outrank units with lower requirements (except for Synthetix, who are outranked by everyone).

A group of players may invent its own Ratio limits on items like vehicles, buildings, or siege weapons. In a battle between teams of allied players, the group may decide that the units of one player's army may be used to satisfy the Ratio requirements of one or more of his allies.

8.1.2   Trooper Performance Modification

In the quest to produce new and superior types of soldiers and specialists, the great Civilizations have left no stone unturned. Experimental training programs, brainwashing, synthetik hormones, magical talismans, eugenic breeding systems, offerings to obscure gods, exposure to alien radiation and alternate dimensions, bio-mechanikal enhancement, and frequent calls to soldiers' mothers have all been employed with variable effects. Little do they realize, the easiest way to produce better soldiers is just to spend a couple of extra CP on them.

The most direct way to improve a soldier is to give him a Trooper Performance Modification. These modifications do not give a soldier any surprising new abilities, they just make him a little better or worse at doing the things he can already do. As with all custom modifications, it is better to use the Trooper Performance Modifications to modify whole classes of troops rather than to make separate modifications to several individual troops - uniformity is the key to keeping a battle running smoothly. Multiple copies of single Performance Improvements or Disimprovements are allowed but should be used cautiously.

- *Fleet Feet.* For each additional +2" of Movement, the troop's cost is increased by +1 CP.

- *Thick Hide.* For each additional +2 Armor, the troop's cost is increased by +1 CP.

- *Unusual Skill.* For each additional +2 Skill, the troop's cost is increased by +1 CP.

- *Schwarzeneggerian Strength.* For each additional +1 point of Power, the troop's cost is increased by +3 CP.

- *Close Combat Bonus.* For each additional +2 points of CC Bonus, the troop's cost is increased by +1 CP. (3.2: Close Combat)

When adding dice to a statistic, remember that 1d6 is equivalent to 3.5 points, 1d10 is equivalent to 5.5 points, and 1d20 is worth 10.5 points. Always round up the final CP cost of the unit.

If a player wants to get troops for a bargain price, he can get a 'slightly damaged goods' discount by giving them a few Performance Disimprovements.

- *Sluggish*. For each −1" loss of Movement, the troop's cost is decreased by 1 CP.
- *Bruises Easily*. For each loss of −1 point of armor, the troop's cost is decreased by 1 CP.
- *Butterfingers*. For each loss of −1 point of Skill, the troop's cost is decreased by 1 CP.
- *Wussy And Weak*. If the unit has zero Power (it cannot walk or manipulate objects), its cost is reduced by 5 CP.

You cannot give a unit both a Performance Improvement and the corresponding Performance Disimprovement. No matter how many Performance Disimprovements a minfig has, it will always cost a minimum of 2 CP.

8.2   Specialists

Anyone who's read this far into the rulebook probably already has a few ideas for specialized troops he'd like to toss onto the field. If you have an idea for a special ability you would like to give one of your troop types, go right ahead and give it to them! You and your opponents will have to agree on a fair CP cost and limitations for the ability, and whether or not the troop type should have a Ratio requirement.

We've included many examples of military specialists and statistics below. Players are encouraged to ignore or modify these examples as they see fit, or to create entirely new types. Make sure all of your opponents are aware of the types of units you're fielding, and their specific abilities and statistics (be honest - 'subterfuge' is another one of those Frenchy words unknown to the PBB warrior).

Many of our example troop types will have new special abilities listed under their Specialty statistic. Where this is the case, a full description of the Specialty and its CP cost will be included in the supporting text.

8.2.1   Amazons

> *For the female of the species is more deadly than the male.*
> –Rudyard Kipling

Once confined to minor skirmishes and ladies' auxiliary clubs, women warriors in the BrikWars universe were eventually able to prove themselves the equal of their male counterparts and the two were allowed to serve side by side in every battle, indistinguishable except when they wore lipstick (and sometimes not even then). For some women minifigs (or as the militant feminist figs say, 'wymynyfygs'), being merely equal wasn't good enough and so they went ahead and became better.

Not every Civilization has been enlightened enough to realize that the best place for women is at the front lines of fierce battles, fighting as elite shock troops. Such women are nicknamed 'Amazons.' Armored lightly for increased mobility (they wear stylish PBB girl-hair pieces rather than helmets), Amazons are trained to close distances quickly in order to rapidly engage opponents in hand-to-hand combat before the enemy has time to dig into defensive emplacements.

Classification: Amazon
Elite Shock Troop

Move:	7"
Armor:	TL + 1d6−3 AV
Skill:	1d6 CC + 2
Cost:	TL + 2 CP
Specialty:	None
Ratio:	None (troop)

8.2.2 Scouts

Fresh Scouts are picked from the ranks of newly recruited Trooper Cadets for 'accelerated field training.' Since they have no true battle-experience, these trainees are given the opportunity to act as Scouts for a time. They undergo a rigorous training regimen which may last as long as two days, consisting of jogging and swimming at the local YTCA. At the end of their training they are given a flimsy suit of ScoutArmor (often consisting of nothing more than a sash with one or two protective MeritBadges) and sent into the field.

Classification: Scout
Advance Target Acquisition Specialist

Move:	12"
Armor:	TL + 1d6−4 AV
Skill:	1d6−1
Cost:	TL + 4 CP
Specialty:	Targeting
Ratio:	None (troop)

The ScoutArmor's lightweight construction allows a Scout to move swiftly and silently, and its near-uselessness at deflecting attacks inspires the Scout to move more speedily still. Scouts make every effort to stay under cover and out of sight at all times. The Scout is not in the battle to fight anyone, but to reconnoiter enemy positions and relay target locations back to his buddies manning the big siege weapons.

Scouts are a jumpy and secretive bunch, and have many rituals in which they pray to be spared the wrath of MkV Missiles. It is during these rituals that the Scouts shave their heads in a ceremony known as "The No-More-Hair Ritual." Scouts are represented by a normal Trooper minifig, except that their heads have been shaved in this closely guarded ritual, known only to the Scouts themselves. Thus, Scouts wear nothing on their heads (no helmets, hair, or hats). Scouts are not heavily armed and may not carry any weapon or item that requires two hands (besides an occasional ShortBow) or incurs any kind of Movement Penalty. Scouts are not allowed any armor besides their ScoutArmor.

Specialty: Targeting (+2CP)

Despite their restrictions, Scouts have their uses. A Scout has the ability to 'tag' enemy vehicles, structures, and units in order for his army to target them with siege weapons. In order to tag an enemy target, the Scout must remain within 10" of it and be able to see it. As long as the Scout keeps the target tagged, his allies can ignore any penalties for lack of visibility, and fire at the target with a +1d6 Skill Bonus. (This bonus is not cumulative with other Targeting bonuses, and each Scout may only tag one target at a time.) If the allies are attacking with projectile weapons that can be sent over the tops of obstacles (grenades, arrows, missiles, Ballistik weapons, Mass Drivers, etc.) then gunners can easily send attacks over walls and embankments at enemies they can't even see.

Scouts must have some way to relay vital target information to the gunners. If CB radios are not available, then the player must set up a Scout Network to relay information back and forth. With flashing mirrors, secret hand gestures, and complex Scout dances, a Scout can rapidly relay target and terrain information across any line of sight to a friendly unit with the power to interpret them - either another Scout, or any Heroic unit. The interpreting unit can then pass the information to all gunners within shouting range (8").

8.2.3 Synthetix

> *The real problem is not whether machines think, but whether men do.*
> —B. F. Skinner

Synthetix (Droids, or Golems at earlier TLs), are minifig shaped and sized robots which can fight alongside regular Troopers. The members of the squad to which a Synthetik belongs constantly repair and upgrade their artificial comrade, and treat it as if it were a real man.

Because Droids and Golems are not human, and made from synthetik materials, their stats and abilities will be largely dependent on the teknologikal sophistication of the Civilization that constructed them. All Synthetix have built-in communications devices (Golems can communicate by magikal telepathy, while Droids

have built-in radios), so their squads won't need to carry one. However, Synthetix are not fully autonomous and must be attached to a squad of regular organic Troopers. Synthetix may be given additional specialties in order to act as Medix, Mechanix, Pilots, or almost any type of specialist.

Synthetix can be represented by any regular minifig, but must have an odd mechanical feature or two. If you don't have any of the special android figs in your Civilization's color, then you'll have to take a regular minifig and do something like replace its legs with wheels or replace its head with a maneuvering jet. The head of a Synthetik cannot be a normal minifig face (either due to teknologikal limitations or to the social prejudices of the Synthetik's creators).

Classification: Synthetik
Artificial General Infantry Unit

Move:	TL + 3"
Armor:	TL + 1d6 + 2 AV
Skill:	TL + 1d10–4
Cost:	TL + 4 CP
Specialty:	Strength (Power: 2) Robot Brain
Ratio:	1 for every 5 troops

Specialty: Robot Brain (–2CP)

Any unit with a Robot Brain (a Droid) must be in a squad, vehicle, or base with at least one human Trooper in it. Regardless of the range of a Droid's communication systems, Droids are very insecure and must remain within 5" of a friendly human at all times. Any time a Droid finds itself alone, whether because its companions have been killed or have traded it in for a more upgraded model, the Droid goes into a RoboPanik. A paniking Droid will abandon whatever its current mission is and do whatever it can to get to the nearest friendly humans. If no friendly humans remain, the Droid becomes intensely depressed and loses all motivation to go on.

8.2.4 Slaves

Is life so dear or peace so sweet as to be purchased at the price of chains and slavery? Forbid it, Almighty God! I know not what course others may take, but as for me, give me liberty, or give me death!

–Patrick Henry

Many Civilizations make slaves of their prisoners of war or of the civilian populations of conquered enemies, but these slaves are often disloyal and prone to rioting. Among the more enlightened Civilizations, Slaves are culled from the populace's unfortunate mutants, who by some genetik accident were born with a horrifying pacifism. Unable to raise a weapon or fist in anger to hurt another, these unfortunate miscreants can never know true happiness. As it becomes apparent to their family and teachers that they are Violence Challenged, they are taken aside into Special Education classes. There they are taught the skills of the Slave, like pulling plows, carrying wrecked cars to the dump, and other menial tasks. All the while, they are dosed with whatever experimental steroids are in vogue. This does not make them very intelligent, but they do become very strong.

Classification: Slave
Involuntary Menial Laborer

Move:	6"
Armor:	TL + 1d6–5 AV
Skill:	1d6–1
Cost:	TL + 4 CP
Specialty:	Strength (Power: 2) Pacifism
Ratio:	None (troop)

Although snubbed by normal Troopers, Slaves have one great advantage: their immense strength, which allows them to carry heavy loads. Slaves are useful for quick assembly and disassembly of barricades and fortifications, and are often used to test for anti-personnel mines, to draw enemy fire, or as target practice when all the civilians have been killed.

Slaves have no Armor, they just run around in overalls and a BaseballCap or HardHat, in the color of their Civilization. Minifigs from inferior clone brands make good Slaves, if you happen to have some and don't mind letting everyone else find out. If you have any old minifig heads whose faces have rubbed off, and you had to draw new faces with a Sharpee pen, and you slipped a little and the new faces look retarded, then those make the best Slave heads.

Specialty: Pacifism (−2CP)

A pacifistic unit is a rarity in the BrikWars universe, and normal Troopers react with horror and revulsion upon meeting a true Pacifist (some have been known to give in to convulsive vomiting at the sight of large groups of Pacifists). A Pacifist cannot attack or make any attempt to harm any machine or living creature except in self-defense, and even then only if he is completely cornered with no avenue of escape. Some Pacifists are of such base nature that they will not fight even then.

Unit Variation: Timmy (Cost: 1 CP)

When rampant Juniorization causes a minifig to de-evolve (9.3.2: JawJaws and Dimmies), he becomes more and more stupid and Dimmy-like in nature, and before long becomes Timmy, a kind of half-breed cross between a regular minifig and a vile Dimmy. This unfortunate throwback makes an excellent Slave, although stupider than most. Because of their unfortunate similarity to a Dimmy, any minifig who spots a Timmy, even one of his allies, must drop everything and destroy him on sight. Medix will not try to save a dying Timmy, although they may use them for experimentation.

    To keep Timmies from running wild, it is best to have another unit act as a SlaveMaster keeping them in line. A regular Slave works best for this, since his Pacifism prevents him from exterminating his Timmy charges, but sometimes an individual Trooper or Engineer can be trained to choke down his rage and direct a team of Timmies. However, if he sees other units (friendly or otherwise) attacking the Timmies, his discipline will be forgotten and he will not be able to resist joining in the Timmy-splattering fun.

    Unit Variation: Porter (Cost: TL + 2 CP)

    In many early Civilizations, prior to the invention of the wheel or the harness, heavy cargo had to be carried or hauled by professional Porters. Porters were also hired to act as galley oarsmen. Porters are just like Slaves except they are unhindered by any ridiculous Pacifism.

8.2.5 Pilots

Pilots are the elite and cocky group of warriors who operate a Civilization's war machines. While any Trooper can pilot a vehicle, the Pilots have the talent and education that give them the edge in vehicular combat.

Classification: Pilot
Assault Vehicle Operator

Move:	5"
Armor:	TL + 1d6−3 AV
Skill:	1d6+2
Cost:	TL + 2 CP
Specialty:	Piloting
Ratio:	None (troop)

    Before becoming a full-fledged Pilot, the Pilot Cadet must pass a special course called "Drivers' Ed," which is offered at the local high school. In Drivers' Ed, the Cadet learns arcane skills such as driving in straight lines, operating weapons and communications systems, and parallel parking.

    Once a Pilot is given his vehicle, he takes obsessively good care of it. On the weekends, with the week's fighting behind him, the Pilot tends to his vehicle. Pilots follow a grueling regimen which involves meticulously polishing and detailing the vehicle inside and out. After the external protective ointments have been applied, the Pilot carefully tunes and steam-cleans the engine, with the help of his squadron's Mechanik. Finally, he vacuums inside the vehicle, and cleans out the ashtrays. If the vehicle has tires, he rotates them.

    Every armed vehicle must start out with a Pilot. The Pilot may be killed in mid-battle, and then any Trooper can come along and commandeer the vehicle, but the vehicle has to start the battle with a trained Pilot. Unarmed vehicles can start out with whomever they like, since it's not as important that they have a skilled gunner in the pilot's seat.

    A Pilot may be represented by a minifig with a visored racing helmet or sunglasses or racing gloves or a special driving hat or whatever is appropriate to his culture. Pilots speak mainly in trite clichés involving "the need for speed" and the phrase "five by five."

Specialty: Piloting (+1CP)

Any Trooper can drive a car, fire a mounted Howitzer, or lock a group of SideWinder missiles onto a target, but it takes a special breed to do all three at the same time. If a unit other than a Pilot is trying to drive an armed vehicle, he can either steer the vehicle or fire one type of vehicle weapon, but he can't do both on the same turn. A trained Pilot can pull burly vehicle maneuvers and fire multiple weapon groups simultaneously, all the while engaging in witty radio chatter.

(For more detailed information on Piloting, see 6.1: The Pilot.)

8.2.6 Mechanix

Mechanix are members of the elite order that repairs and maintains the vehicles, bases, and heavy machinery of the Troopers. When a potential Mechanik is identified in the Trooper Training Center, he is given a test for Advanced Mechanikal Aptitude. Troopers who pass the test are given the opportunity to spend up to ten years receiving extra training at the Citadel of Mechanix. In the Citadel, the Mechanik trainee is taught to design, test, and finalize machine blueprints in his head. A skilled Mechanik can design a new vehicle from wreckage and spare parts in about ten seconds; the fastest can do it in five. Mechanix require tools with which to work, and some of the sets of tools used by Mechanix have been in circulation for thousands of years, handed down from generation to generation.

Classification: Mechanik
Vehicle Maintenance Specialist

Move:	5"
Armor:	TL + 1 AV
Skill:	1d6
Cost:	TL + 3 CP
Specialty:	Mechanikal Ability
Ratio:	1 per Vehicle

Mechanix are handy to have around. Not only can they repair damage done to vehicles, but they can salvage parts from wreckage and create new devices in the midst of battle. A Mechanik must be equipped with at least one tool, such as a wrench, hammer, robot arm, or nanoprobe hose. Tools cost 3 CP apiece. Mechanix typically wear little police hats and are under no obligation to shave. Although they don't usually carry weapons, they are as well trained in combat as any Trooper and can put up a hell of a fight if they get in a tight spot.

Specialty: Mechanikal Ability (+2CP)

Mechanix have two roles to play on the battlefield: they can repair damaged machines, or they can build new machines from wreckage.

Repairing Damaged Machines

A Mechanik can try to fix a machine or machine component that has suffered Functional, Statistic, or Platform Damage (5.3: Destroying Large Structures). To do so, he specifies which machine or machine component he is working on, and what type of damage he is trying to repair (a single machine or component can theoretically be affected by several damage types at the same time).

A Mechanik cannot use parts that have been Destroyed. He cannot reactivate devices that have been Damaged Beyond Repair, although he can use them for purely structural purposes. He must stand within touching distance of the damaged machine for the whole turn in order to put his skills to use. The machine (or machine component) must not be in operation during that turn, or the Mechanik is likely to get a limb munched off in grinding gears. The Mechanik may attempt a repair as many times as he likes; each attempt takes one full turn.

If the Mechanik is attempting to fix Functional or Statistical Damage, he rolls 1d6 for each tool he is holding (a maximum of two unless the Mechanik has more than two hands). He may repair up to this many points of Functional Damage to any single component, or up to this many points of Statistical Damage to any single statistic.

If the Mechanik is attempting to fix Platform Damage, he must first pick the entry on the Platform Ker-Pow! Table that corresponds to the damage sustained by the machine, and calculate the number that corresponds to that entry (some number times the Platform's Size").

The Mechanik must generate at least that many Repair Points to repair the damage.

Each full turn that a Mechanik operates on a machine, he generates 1d6 Repair Points for each tool he is using. For large jobs, he can create cumulative Repair Points over a series of turns, or work in a larger team. If a Mechanik has one or more personal assistants (Slaves or Synthetix), he can add another 1d6 to his roll.

Building New Stuff From Wreckage

When a Platform is destroyed, it is shredded to bits and half the pieces are removed from play. The rest are sprinkled over the area in which the Platform was destroyed. Besides being obstacles to foot traffic and serving as a grim reminder of the glittering Platform that existed only a short while before, this random debris is raw material for Mechanix to build something new, such as a small vehicle, a tiny weapons platform, or patchwork devices to weld onto a larger vehicle or building.

First, the Mechanik must roll 1d6 to see if it is possible to create a new device from a given pile of wreckage on any given turn (if he has two Tools, he rolls two dice and uses the higher of the two rolls). If he rolls a four or higher, he can get to work. On a roll of 4, the Mechanik has fifteen seconds to reassemble the debris. A 5 gives him thirty seconds, and a 6 gives him forty-five seconds to build something new. An opposing player is chosen to keep track of the time limit.

Once the clock has started, the player whose Mechanik is engaged in reconstruction may begin building. The player may use any loose pieces within three or four inches of the Mechanik (don't bother measuring, as time is precious), or any spare parts the Mechanik may have brought with him. He may also pull parts from friendly Platforms near the Mechanik, if those platforms have been stationary during that round. He may build onto another object or Platform, or he may continue a reconstruction effort from an earlier turn.

Reconstructed objects have an AV of 1d10, although they may be welded onto more sturdy Platforms or objects. Reconstructed Propulsion Systems have a Movement Rate of 7", although this may be halved if the reconstructed vehicle is dragging parts or otherwise hindered. A new Power Source can be created as long as it is at least a Blok in size; it will provide 2 Power. Only one Power Source can be created for a single reconstructed Platform.

Recovery Vehicles

A Mechanik can have a separate vehicle all to himself. Vehicles driven as Recovery Vehicles cost an extra 5 CP and start out with up to 10 spare parts (parts like spare wheels, power and control cables, jets, consoles, and wings; not parts like spare MkIII Lasers). The pieces carried in the Recovery Vehicle are chosen by the player and may be used to help create new vehicles from wreckage. Recovery Vehicles also get one free tow harness, to tow wrecks to safer areas so the Mechanik can work on them, or one free crane arm, to pick up large pieces of debris. Recovery Vehicle equipment incurs −2" of Cargo Movement Penalty.

Recovery Bays

Mechanix can also have base workshops and garages (at a cost of ten points) which start out with up to fifteen spare parts in a parts bin. All Mechanix working in such a workshop get +1d6 to all repair rolls. When building new objects from debris, Mechanix in a Recovery Bay automatically get a full minute of building time.

8.2.7 Medix

Doctors are the same as lawyers; the only difference is that lawyers merely rob you, whereas doctors rob you and kill you too.
                                                                —Anton Chekhov

Medix are like Mechanix for minifigs. After initial training in the Trooper Training Center, those desiring to become Medix move on to their Civilization's Hypocritic College of Medix, where they spend many years learning to mend battle wounds like No-Knee Syndrome, Skull Inversion, Hyper-Extended Sternum, Melted Torso Disorder, and the devastating All-Bones-Fused-Together Trauma. Each Civilization has its own version of the Hypocritic Oath, but most sound something like "I swear to do everything in my power to keep our guys alive, and to prevent the other guy's guys from remaining so." This oath prevents the Medix from taking counterproductive mercy on wounded enemy soldiers and civilians.

Classification: Medik
Minifig Maintenance Specialist

Move:	4"
Armor:	TL + 2 AV
Skill:	1d6
Cost:	TL + 3 CP
Specialty:	Medikal Training
Ratio:	1 per 10 Troops

At graduation time, the Medik is awarded his MediKit, which contains high-tech field surgery gear such as BakTeen, industrial-strength BandAdes, a rubber mallet, and a reusable rectal/oral thermometer. They are then sent off to perform their duties with a specific battalion, to which they are attached for the rest of their professional lives.

A Medik is best represented by a minifig in a doctor suit, wearing a backpack full of surgikal equipment, and carrying a MediKit briefcase. (The MediKit should not be confused with other units' suitcases that are PsiAmps and Brain Control Devices.) A Medik needs both hands free to perform emergency surgeries, and so does not normally carry weapons; however he is fully trained in their use, should he happen to pick one up.

Specialty: Medikal Training (+2CP)

Medix have the ability to heal soldiers who have fallen in combat. If he is lucky enough to reach a fallen comrade without getting killed himself, the Medik can administer medicines and perhaps a skull replacement.

To raise a fallen friend, a Medik must be close enough to the victim to touch him. The Medik then gets one roll on 1d10. If the Medik rolls (TL) or below, the victim is saved. The victim's condition is upgraded from Dead to Unconscious on the next turn, and he may then recover as normal. If the Medik rolls above his TekLevel, however, the soldier is lost forever, and cannot be saved. A Medik only gets one try to save a fallen soldier.

The Medik may make a similar roll (TL or lower on 1d10) to try and upgrade an Unconscious unit to Stunned, or a Stunned unit to Normal (or 'Frisky,' as this state is called in the Medikal books). The Medik gets one attempt per turn, and the patient suffers no ill effects on a failed roll.

SickBays

For 5 CP, a player can designate a Platform section of any size to be a SickBay. Within this space, he may install as many SickBeds as he likes. Each SickBed must be installed with a 1CP ComputerConsole to perform Medikal scans, monitor vital functions, and let patients play video games to distract them from the agonizing pain. (If the army's TekLevel is too low for ComputerConsoles, the player must still spend 1 CP on each SickBed for whatever Medikal tools are appropriate to the culture).

When a patient is brought to the SickBay, a Medik can make as many attempts to revive him as he wishes; each attmept takes one full turn. If the Medik rolls a 10 on any such attempt, the patient is dead and cannot be saved; throw him in the OrganRecycler. If a patient recovering on a SickBed is moved by anyone other than a Medikal technician, moved to anywhere besides a different SickBed, or if enemies gain access to his SickBed's ComputerConsole, he is dead and can no longer be saved.

Optional Rule: Ker-Triage!   :P

If you enjoy playing with Medikal troops and don't mind ripping apart your minifigs every now and then, you might enjoy the more complex Ker-Triage! rules. To use the Ker-Triage! Table, the attending Medik rolls 1d10 and adds his army's TekLevel. He may add +1 to this roll for each additional Medik assisting him.

The Medikal Ker-Triage! Table

Ker-Triage! Roll (1d10 + TL)	What Happens
Any time a '1' is rolled, regardless of TL or other bonuses	Battlefield stress causes the Medik's hand to jerk involuntarily, and he *accidentally* severs twenty or thirty major arteries. The victim's status is downgraded from Dead to Really Really Dead, and his funeral is downgraded to Closed-Casket. The victim cannot be saved.
7 or less	Despite a valiant effort, the Medik is unable to improve the victim's condition. If the victim is in a SickBay, his condition is unchanged, and the Medik may continue to make attempts on following turns. If the victim is being treated in the field, then he is dead and cannot be saved unless he is taken to a SickBay.
8	The victim is saved, but one arm or both legs must be amputated (Medik's choice). Remove the amputated limb or limbs from the victim's body. Status is upgraded from Dead to Unconscious. Victim cannot recover to better than Exhausted/Stunned for the remainder of the battle. If the victim takes damage or exerts himself in any way (including engaging in any type of hand-to-hand combat), he will begin bleeding profusely. He will take 1d6 Stun Damage every turn from blood loss until a qualified Medik re-bandages him.
9	A minifig with no legs can drag himself about at 1" for each arm. If he has a wheelchair, he can wheel himself around at half speed if he has both hands free. The victim is saved, but one leg or hand must be amputated (Medik's choice). Same effects as for #8. If the victim is in a SickBay, hands and legs are automatically replaced with prosthetix. If the player didn't buy enough Pirate and Divers sets to have a ready supply of hooks and peg legs (for shame!), he can make a prosthetic hand out of any off-color minifig hand, and a prosthetic leg with an off-color leg or by attaching a 1 × 2 plate to the back of one of the minifig's legs. For the most part, these work as well as the originals, except that pre-TL5 prosthetic hands cannot be used for things like pulling triggers and playing pianos.
10	The victim is saved but has a nasty head wound and a concussion. Status is upgraded from Dead to Unconscious. Victim is at −2 Skill for the rest of the battle. Put a red bandanna or a red 1 × 1 plate on the victim's head to serve as a bandage.
11–12	The victim is saved with no complications. Status is upgraded from Dead to Unconscious.
13–14	The victim is somewhat dazed but otherwise unhurt Status is immediately upgraded to Exhausted/Stunned.
15+	The victim makes an instant and miraculous recovery. Status is immediately upgraded to Normal/Frisky.
Any time a '10' is rolled regardless of TL or other bonuses	The victim's recovery is so miraculous that it is a significant morale boost. Status is immediately upgraded to Normal/Frisky. Either the victim or one of the attending Medix may take a small performance bonus, such as +1 to Skill or +1" Move, at the player's discretion. This bonus lasts until the end of the battle. If you roll a result that cannot be applied to a certain victim (for instance, a 9 for a victim who is already a quadruple amputee), keep subtracting one from the roll until you get a result that applies.

8.2.8   Technix

> *I believe that a scientist looking at nonscientific problems is just as dumb as the next guy.*
> —Richard Feynman

Technix, or Engineers, are like Mechanix for buildings. They carry a SprayCan of hardening ABS SprayFoam, which they use to weld broken walls back together, and to create plastic Brix to patch holes and build barricades. Engineers often command a work-squad of Slaves.

An Engineer is represented by a normal Trooper with a SprayCan and a boy-hair piece. Even female Engineers adopt this hairstyle, because getting long hair stuck in a hardening Brik of SprayFoam can be a fatal inconvenience when in the midst of battle.

Specialty: Technikal Training (+1CP)

Engineers are not given any special training at the Trooper Training Center, but earn their Technikal Degree by sending away for a study-by-mail course from one of their Civilization's second-rate vocational colleges. After they receive their diploma (in as little as nine months), they send $19.95 plus shipping and handling for rush delivery of their SprayCan of SprayFoam.

Using this SprayCan, an Engineer can produce 1 Blok per turn, or any Brik, plate, or simple slope of equivalent or lesser size, if he does nothing else that turn. His band of Slaves can then assemble the Brix into large constructions, such as barricades, bridges, or staircases. A construction made out of piled Brix has AV 1d10. If the Technik then spends a turn welding the construction together with SprayFoam, it has an AV of 2d10.

Alternatively, an Engineer can direct Slaves to reassemble a broken base wall from its debris, or use prefabricated parts brought in by Supply Trucks to build weapon bunkers and defense towers. Prefabricated parts cost half as much as the structure they are designed to build, except for siege weapons and devices, which cost full price. Piles of regular Blox can also be hauled in, costing 1CP for every (TekLevel × 2) Blox. The Engineer uses his SprayCan to mortar the pieces together, and the structure is as good as new.

Classification: Technik
Structure Maintenance Specialist

Move:	5"
Armor:	TL + 1 AV
Skill:	1d6
Cost:	TL + 2 CP
Specialty:	Technikal Training
Ratio:	1 per 3 Slaves

8.2.9   Kamikazes

The secret of reaping the greatest fruitfulness and the greatest enjoyment from life is to live dangerously!
— Friedrich Nietzsche

Every now and then a Trooper gets bored with the normal humdrum ultra-violence, facing certain death day in and day out; it takes a little more to get his adrenaline flowing. Or maybe he's a few days from retirement, and can't stand the thought of not getting to kill anybody anymore. Maybe he's just seen one Jaw-Jaw too many. For whatever reason, a Kamikaze is a Trooper who is even more mentally unstable than his peers. He goes into battle without any armor (and sometimes without clothes), pumped up on CroakaKola and looking for insane risks and suicide missions.

A Kamikaze appears to be a normal Trooper who hasn't shaved or bathed in awhile, and he usually wears some kind of funny hat.

Classification: Kamikaze
Suicidal Maniak

Move:	8"
Armor:	TL + 1d6–5 AV
Skill:	1d6
Cost:	TL + 1 CP
Specialty:	Kamikaze Bomb
Ratio:	1 per 4 Troops

Specialty: Kamikaze Bomb (+1CP)

What the Kamikaze's enemies don't know is that a deadman's switch in his brain is monitoring his vital signs. If the Kamikaze is killed (or holds his breath for more than half a turn), the switch sets off a 3d10 Explosive cleverly implanted in his cranial cavity, allowing him to instantly create large craters decorated with the particulate remains of his own entrails. Naturally, his superiors are fully aware of his explosive potential, and he is positioned far away from friendly squads.

8.3   Elite Troops

I figured that if I said it enough, I would convince the world that I really was the greatest.
—Muhammad Ali

For specialists, the abilities that set them apart from common grunts are explicitly delineated. But some troops set themselves apart, not because of specific special abilities, but just by being heroic and able to do amazing things in general.

Heroes, as these super-soldiers are called, have the unusual ability to perform Stupendous Feats. There are all kinds of Stupendous Feats; these are only a few examples:

- Attacking a second time (no automatic hits)
- Moving a second time
- Grabbing hold of a passing vehicle
- Punching a hole through a wall
- Climbing a sheer surface
- Deciphering the controls of an alien spacecraft
- Moving an impossibly large object, such as a building or mountain
- Leaping a great distance
- Performing field surgery
- Seducing a female of another species
- Repairing a vehicle with string and bubble gum
- Throwing an object over a vast distance
- Inspiring Civilians to band together for large-scale futile gestures
- Etcetera

It would be impossible to list all the possible Stupendous Feats a Hero might possibly attempt, but player groups should be sure to establish early exactly how Stupendous their Stupendous Feats can be. Depending on the personalities of the players involved, Stupendous Feats can be extremely silly, stupid, or bizarre, and the best combine all three qualities. On the other hand, Stupendous Feats can be strictly limited to dreary realism or disallowed entirely. In a very serious game, Heroes might have the abilities of a Green Beret, a CIA Assassin, or an Airborne Ranger. More commonly, Stupendous Feats are limited to what might be seen in a typical action movie, giving Heroes the abilities of Rambo, James Bond, Jackie Chan, Conan the Barbarian, or Xena, Warrior Princess. But there's nothing stopping players from setting the limit even higher, giving Heroes the abilities of Superman, or Zeus, or God. As in all areas of BrikWars, you are not obligated to pay any attention to such petty constraints as good taste and common sense if they will keep you from doing something funny like having your Hero smash a vehicle by throwing a building at it or picking up a road baseplate and turning it upside-down.

In order for a Hero to perform a Stupendous Feat, the player declares exactly what kind of Feat his Hero is trying to accomplish, and then rolls 1d6. If his opponent wants his attempt to fail (and he usually will), then he also rolls 1d6. If the player attempting the Feat rolls equal to or higher than his opponent, then the Feat succeeds. Otherwise, the Feat fails, and the Hero suffers whatever fate would normally befall someone who attempted such a thing. Sometimes the failure will have no particular consequences, but in general the Hero should suffer some negative effect, and if the attempted Feat was especially Stupendous then the consequences of failure should accordingly be Stupendously Bad. There are no rules dictating the exact results of failure in any situation, but it is helpful to start by imagining what would happen to Homer Simpson if he had made the same attempt.

Some extra-Heroic units can perform more than one Stupendous Feat per turn. While such a Hero cannot use a second Feat to try and undo a first Stupendous Failure, he can use the second Feat to avoid or mitigate the consequences of that failure. Successive failures will of course lead to compounded consequences.

A Hero can only attempt a certain number of Stupendous Feats per round. A Hero costs an additional +3 CP for each Stupendous Feat available to him. Only units whose abilities are already outstanding can gain the ability to perform Stupendous Feats, so most Heroes have high statistics from a bunch of Performance Improvements.

8.3.1   Ninjas

In every Trooper training class, there is one kid with an impenetrable air of mystery. He doesn't participate in class discussions, and no one can tell what he's thinking. These kids mystify their teachers, and so the thoughtful educators kick them out of school and send them to study under the local Ancient ZenMaster. Invariably, it turns out that these kids are just nearsighted, but by the time anyone finds this out it is too late and they are well on their way to becoming Ninjas.

Ninjas are mysterious men and women who spend their lives training in secret gymnasiums, perfecting their skills in close combat and covert operations. Sabotage and assassination are the Ninja's primary focuses. When defending against Close Combat attacks and thrown weapons, a Ninja has an almost impenetrable defense, giving him an additional +2d6 AV. A Ninja is also filled with Special Chambara Power, allowing him one Stupendous Feat per turn, such as are frequently seen in no-budget kung-fu movies.

A Ninja wears normal Armor, but instead of a helmet, he has either a NinjaHood, a topknot (made out of a one-dot switch piece), or a conical hat (made from the smallest radar dish piece). They often carry a grenade or time bomb in addition to a melee weapon. Ninjas prefer not to drive vehicles, but if they find themselves in control of one they'll often set it on a collision course with an enemy base and jump out at the last moment. If a vehicle carrying Ninjas is destroyed, they all jump out in the nick of time, taking no damage.

Classification: Ninja or SpecialOp
Covert Operative and Assassin

Move:	10"
Armor:	TL + 1d6–2 AV (+2d6 CC)
Skill:	3d6 +2
Cost:	TL + 16 CP
Specialty:	Hand Weapons Only Stealth Spider Gymnastix
Ratio:	1 per 7 Troops

Specialty: Hand Weapons Only (−1CP)

Except for thrown weapons, a Ninja cannot use ranged weapons. Some soldiers assume that it is because the Ninja is unwilling to sacrifice stealth to muzzle flashes and rifle reports. Others think it is because ranged weapons offend the Ninja's professional sensibilities. In fact, it is because Ninjas so heartily enjoy slicing and dicing their opponents (and civilians, and small yapping dogs, and so forth), that to shoot one from a distance would seem like a criminally wasted opportunity.

Specialty: Stealth (+2CP)

The compulsion to pass unnoticed is so overwhelming that a Ninja often finds himself unable to raise his voice, make phone calls, or turn on any lights in his house. This pattern of mental instability, combined with years spent sneaking up on his parents and frightening the neighbors, has given the Ninja the ability to operate in almost perfect stealth.

If a unit is not looking directly at a Ninja (a minifig's cone of vision extends 45 degrees to all sides from the direction it is facing), or if the Ninja has any significant cover (at least 1/3 hidden), then the Ninja goes completely undetected. Even if the unit saw the Ninja only moments before, the unit experiences a strange Stealth-induced amnesia and forgets where the Ninja is. Even if the unit is the Ninja's commanding officer, and the Ninja is maintaining constant radio contact with positional updates, the C.O. will still be unable to detect the Ninja under these conditions. The Ninja's Stealth advantages are cancelled if he is Scanned or gets 'tagged'

by a Scout, but fortunately most Scouts have an extremely short life expectancy when within tagging range of a Ninja.

When a Ninja sneaks up on an enemy minifig from behind (except another Ninja), his first attack always hits, and does +2 extra damage. Ninjas cannot sneak up on other Ninjas.

Specialty: Spider Gymnastix (+3CP)

A typical Ninja stunt is to leap into a low-flying Flyer, garrote the Pilot, bean the enemy general with the Pilot's decapitated head, send the Flyer careening into an enemy BattleJeep, and jump clear at the last possible instant.

Thanks to hidden wires and camera tricks, Ninjas are able to leap amazing heights (up to two Stories high), run up and down vertical surfaces (at the same speed as horizontal ones), balance on treetops or waving pennants or the surface of cresting ocean waves, ignore Movement Penalties from harsh terrain, survive terrifying falls with no fear of damage, and climb ropes with no free hands. As long as they remain in motion, almost any surface is as easily traversable for the trained Ninja as level pavement.

For a less disciplined individual, jumping around like an insane spider monkey in zero gravity would be an end in itself, but for the Ninja the use of these manic gymnastics is strictly limited to furthering his goals of mass homicide.

8.3.2   Heroes

> *We can't all be heroes because somebody has to sit on the curb and clap as they go by.*
> –Will Rogers

Heroes are Troopers who display feats of strength, speed, and agility beyond the abilities of other Troopers, on a regular basis. After displaying exceptional abilities in the Trooper Training Center, a Hero spends three or four extra years in the Hero Training Camp, where he hones his advantages, practices the projection and enunciation of his stage voice, runs drills at thrusting out his chest and walking groin-first, collects capes, scarves, and sashes in a variety of colors and fabrics, and poses for Trooper Training Center recruitment posters. Heroes are well aware that they are symbols of their Civilization's power and glory. Having a Hero on the battlefield is such a morale booster that regular Troopers are driven into a blind patriotic frenzy.

Heroes are very efficient killers, and serve as tactical leaders of force divisions when no Champions are available. They have all the abilities of normal Troopers, only more so. They also have the handy ability to perform one Stupendous Feat per turn. They are represented by minifigs with visored helmets and fancy Armor, and often wear some accessory such as feathers in their helmets or braided epaulets.

Classification: Hero or Officer
Elite Disposable Infantry

Move:	5"
Armor:	TL + 1d10 AV
Skill:	1d10 +2
Cost:	TL + 8 CP
Specialty:	1 Stupendous Feat
Ratio:	1 per 7 Troops

8.3.3   Champions

> *Kill a man, and you are a murderer. Kill millions of men, and you are a conqueror. Kill everyone, and you are a god.*
> –Jean Rostand

When a Hero has been fighting steadily for a few decades, his skills, posturing, and oratory abilities increase even beyond their already-superhuman levels. If by some combination of planning, talent, and dumb luck he manages to live through a hundred battles or so, he will have gained the power, skill, and prestige he needs to be called a Champion. Tales of the great Champions circulate throughout the Civilizations, often making them legends within their own lifetimes.

Normal Troopers and Heroes are so bloodthirsty and vicious they've been known to attack themselves out of sheer battle frenzy, and Champions follow in this grand tradition of adrenaline-induced moronitude. However, when they pull the trigger in such a situation, their natural combination of catlike reflexes and dumb luck causes them to miss themselves and hit the fuel line of the cloaked DeathSloop sneaking up behind them, making it spin off and destroy the nearby enemy base in a glorious crash-landing, igniting a forest fire that consumes three divisions of the enemy expeditionary force waiting in ambush on the other side of the hill.

Classification: Champion or Commander
Elite Elite Disposable Infantry

Move:	10"
Armor:	TL + 1d10–3 AV
Skill:	1d10 +2
Cost:	TL + 21 CP
Specialty:	3 Stupendous Feat
Ratio:	1 per Player

As a Hero is to normal Troopers, so is a Champion among Heroes. The most important advantage of the Champion over the mere Hero, beyond some enhanced statistics, is the fact that Champions have *three* Stupendous Feats *per turn.* Now that's something to write home about!

Champions are represented by minifigs with visored helmets, fancy Armor, braided epaulets, capes, sashes, cloaks, and any other accessory they can drape over their Herculean physiques. They should be dressed in the most garishly extravagant suit that players can slap together, with all the flame decals and racing stripes. Champions are very vain, and you want to be able to tell them apart. Champions usually have a thick and badly-parodied accent when they talk, and action-movie-hero personalities. Players should know the name and personality of every Champion they field, if not every Hero.

8.4   Civilians

I don't believe that the big men, the politicians and the capitalists alone are guilty of the war. Oh no, the little man is just as keen, otherwise the people of the world would have risen in revolt long ago.

–from the diary of Anne Frank

Sadly, not every minifig in the BrikWars universe is cut out for service in the army of a major Civilization. Whether due to physical, psychological, or philosophical weakness, many unfortunate individuals are denied the opportunity to take part in their Civilizations' campaigns of mass destruction. Even so, this unhappy majority still has its purpose to serve. Without the teeming Civilian hordes, who would build the war machines? Who, like rutting vermin, would breed the next generation of Troopers? How would the military finance its operations, without a large audience for their wars on pay-per-view?

For many Troopers, the blood, gore, and agony they cause among their enemies is only half the fun. To them, piles of steaming enemy corpses are only appetizers in anticipation of the main course of terror, disfigurement, and lifelong psychological trauma that they can bring into being by staging battles in the midst of innocent and unsuspecting Civilian populations.

Civilians come in all styles and flavors, and there are any number of ways to handle them. The Civilians may or may not be allied with one side or another in a given battle. Players may decide that they have to be bought with Construction Points, or they might be supplied along with the scenery. They can be controlled by one player or another, or control can be divided among or even shared by several players. Civilians will almost never have any serious effect on the outcome of a battle (unless one of the Champions refuses to fight until he gets some doughnuts, in which case his Civilization had better hope one of the local Civilians is a PastryChef). Civilians exist only to add a little light-hearted fun and casual casualties, so there's no need to stress out over how their initial placement and control are handled. Just go with whatever your playing style suggests.

Before the game begins, players should briefly discuss whether or not there will be Civilians in the game, whether or not they will have Civilian Buildings and Civilian Vehicles and Civilian MailBoxes and Civilian FireHydrants and so forth, where and how many of these things are going to be scattered around on the battlefield, and who's going to take care of moving them around. One simple way to handle it is to only force each army to pay for and control whatever Civilian Specialists happen to be working directly for the military force,

and to place all other Civilians free as scenery. At the end of each round, after all players have moved their military units and Civilian Specialists during their respective turns, there is a Civilian Turn during which the players assume control of roughly equal portions of the remaining Civilians and direct them in their everyday mundane tasks. This can slow the game down a bit, but the Civilian Turn can serve as a useful break to relax, step out to hit the refrigerator or bathroom, and explore the complex emotional melodrama of the soap-opera lives of common Civilian minifigs.

Civilians may occasionally form small armies of armed rabble, if the military units get them riled up enough. It can sometimes be fun to play out battles in which one or more armies has a large Civilian component, just to watch the Civilians get blasted in a futile attempt to fight against vastly superior forces. Civilians may sometimes receive unexpected assistance from unaffiliated Troopers with whom they have shared pizza or nachos.

8.4.1   Normal People

Laws that forbid the carrying of arms disarm only those who are neither inclined nor determined to commit crimes. Such laws make things worse for the assaulted and better for the assailants; they serve rather to encourage than to prevent homicides, for an unarmed man may be attacked with greater confidence than an armed man.

–Thomas Jefferson

Most Normal People don't have the sense enough to get the hell out of a war zone, and end up stumbling across streets filled with gyro fire and exploding vehicles on their way to work at the office, barber shop, sporting goods store, or local restaurant. Occasionally, Normal People will band together in riots, revolts, and uprisings against government oppression or in support of their local sports team. Other times, they will grow tired of the local warlords' continued raids for supplies and entertainment, and take it upon themselves to try and fend off the brigands. Regardless of the situation, a Normal Person heading out onto the battlefield hasn't got much to look forward to besides getting splattered.

Classification: Normal Person
Autonomous Target Dummy

Move:	4"
Armor:	TL + 1d6–4 AV
Skill:	1d6 –2
Cost:	TL – 3 CP
Specialty:	None
Ratio:	None (Troop)

Normal People do not have the training to use Death Guns, or any other military-only weapons like Missiles and Assault Helicopters. They can figure out how to use most handguns and Close Combat weapons, but don't expect them to be very effective with them.

8.4.2   Abnormal People

Even if the voices aren't real, they have some awfully good ideas.
–Unknown

Every now and then an honest and hardworking group of soldiers will be innocently doing battle in an urban area, mowing down stray Normal People as usual, when suddenly some Psychotik will do something totally unexpected like blow up a bridge, plow through a brigade in his monster truck, or activate a whole pile of MkIII Lasers he's secretly installed all over the exterior of his house. The most typical Abnormal People have the stats listed above, but crazier types can be assigned other point values depending on exactly how Abnormal they are. In temperament, most Abnormal People are either Mad Bombers, Paranoid Arms Stockpilers, or Suicidal Maniaks. In appearance, they invariably come in one of three

Classification: Abnormal Person
Autonomous Nutcase Target Dummy

Move:	4"
Armor:	TL + 1d6–4 AV
Skill:	1d6
Cost:	TL – 1 CP (Min 1)
Specialty:	None
Ratio:	1 per 10 Normal People

flavors: the unshaven blue-collar psycho who's missing a hand, arm, leg, eye, or face; the jet-setting business-man sociopath with his suit, briefcase, sunglasses, and carefully sculpted hair; or the homicidal postal worker. There are no restrictions on the kinds of weapons an Abnormal Person can get his hands on and learn to use. Better yet, they don't care at all who gets mowed down in their quest to reach their targets.

8.4.3   Belligerent People

While most Normal People spend a battle doing Normal Things, there are some who don't react well to violence. Some even go out of their way to seek out violence for the sole purpose of not reacting well to it. These are people who live and work on whatever land the players have chosen as their battlefield, and who feel an unusual personal duty to defend their community. In more modern communities, these will be policemen and guardsmen. In more primitive societies, these will be the hunters and war-riors. It will often be appropriate, especially in more primitive societies, to give the Belligerent People one or more copies of the Shock Troop Specialty (8.1.1: The Trooper).

Classification: Belligerent Person
Autonomous Pain In the Butt

Move:	4"
Armor:	TL + 1d6–3 AV
Skill:	1d6
Cost:	TL CP (Min 1)
Specialty:	None
Ratio:	None (Troop)

Belligerent People may be groups of Smuggling People defending their hideouts with Impact Pistols and jury-rigged MkI Lasers, or they may be a bunch of Islander People throwing spears, or a group of BlackBelt People from the local Brikido dojo, or a castle full of Aristocratic People with fencing swords poking your Troopers in their armored bottoms, and so forth. Unlike an Abnormal Person, their primary goal is to keep their communities safe, rather than to kill as many Troopers as they can. As long as Troopers respect the local laws and citizenry, the local Belligerent Peo-ple will leave them alone. On the other hand, Belligerent People are pretty weak, so it's no big deal if the troops want to take a few squads in and shoot up the town.

9

Alternate Species

Humans are not the only battle-worthy creatures under the sun, and on some battlefields they are not even the most intelligent. Besides all the horses, crocodiles, dinosaurs, sharks, dragons, and other hostile beasts a warrior might encounter, in some settings the warriors themselves might be aliens, mutants, elves, giants, werewolves, or any of a number of sentient Species. A few examples of alternate animals and intelligent humanoids will be presented in this chapter, but more importantly, rules are also provided allowing players to create their own custom Species.

9.1 Custom Species

When creating a humanoid Species, or any Species the up to the size of a Horse, it is best to start with the base statistics of a Trooper. (The TekLevel of most animals and many monsters is effectively zero, so their base Armor and CP cost will be 2.)

Statistics can then be adjusted upwards or downwards using the Trooper Performance Modifications (8.1.2: Trooper Performance Modification), summarized here:

Species smaller and lighter than Troopers can have zero Power and still move around; however they cannot move or carry objects heavier than equipment objects, and they may not attack with Close Combat weapons or throw objects of any size.

With larger Species, it's best to start by building them as Vehicles (ignoring TL limits and the 5CP minimum cost where necessary). With the basic statistics in hand, the player can proceed to flesh out the Species' distinguishing characteristics.

9.1.1 Form

The most immediate aspect of a new Species is its form. Different Species come in all shapes and sizes, but the advantages and disadvantages of size and shape alone tend to cancel each other out and so do not have any effect on a Species' CP cost. Larger creatures can reach

Base Species Stats

Move:	5" Normal
Armor:	TL+1 (min 2)
Skill:	1d6
Power:	1
IQ:	Sentient
CP Cost:	TL+1 (min 2)

Statistic Modifiers

Statistic:	To Improve	To Disimprove
Movement:	+1CP per +2"	−1CP per −1"
Armor:	+1CP per +2 AV	−1CP per −1 AV
Skill:	+1CP per +2 Skill	−1CP per −1 Skill
Power:	+3CP per +1 Power	−5CP per −1 Power

farther and jump higher, but offer an easier target area for enemy attacks. Smaller creatures can hide easily and sneak into tight spaces, but much of the world remains out of their reach.

What can affect a Species' CP cost is whether it has any body parts that grant it special abilities. A Body Part's cost is determined by its length in inches and its Usage Category (Fine Manipulator, Coarse Manipulator, Non-Manipulator, and No Use). Whether a body part plays a part in the Species' means of locomotion is ignored, since Movement is bought separately without taking body parts into account.

A Species may have any or all of the following items or their equivalents at no cost:

- Up to two 1" arms with hands (Fine Manipulators)

- One 1" mouth with teeth, bites for 1d6 Damage (Coarse Manipulator)

- Up to four 1" legs with feet (Non-Manipulators)

- Tail and wings (No Use)

To buy a new body part, or to upgrade an existing body part, first decide its Usage Category.

Fine Manipulators (+1CP per +1" length)

Ape hands, rat claws, eagle talons, alien energy tendril clusters

Fine Manipulators are any organs that are functionally equivalent to the human hand. They can be used to pull triggers, scratch itches, play pianos, swing swords, dig with shovels, sort tiny plastic blocks, and furthermore perform any function of the other Usage Categories.

Coarse Manipulators (+1CP per +2" length)

Octopus tentacles, monkey tails, elephant trunks, dog mouths

Coarse Manipulators can be used for lifting, carrying, and occasionally throwing larger objects, and they can sometimes be used for climbing or hanging from. They cannot be used for precision work like attacking with a weapon, although they may themselves be weapons and can be used for attack.

Non-Manipulators (+1CP per 4" length)

Horse hooves, man feet, dinosaur tails

Non-Manipulators are prehensile body parts that might be used in locomotion or balance and are sturdy enough to be used for shoving or striking attacks.

No Use (Free)

Cat tails, dragon wings, ant antennae, fish fins, snail eye stalks

No Use body parts are prehensile and may in fact be quite useful for purposes of locomotion, balance, or sensory perception, but are not sturdy enough to shove objects or be used in attacks.

Except for "No Use" parts, any body part may be used to strike objects or enemies. By default, this attack has a UR of 2 and does (Power x 1d6) Stun Damage. For +1CP, a body part can be converted from Stun to normal Damage, which is more appropriate for parts with teeth or claws. Creatures attacking with their own limbs can typically only make one attack per turn, regardless of how many dangerous body parts they have.

Body parts that are specially designed to be used as weapons (such as a scorpion's tail or a swordfish's nose) can be enhanced with the Customized Equipment modifiers (2.5: Creating New Weapons and Equipment). If there is a weapon or equipment item that closely approximates the function of the body part, you can save time by simply paying the point cost of that weapon or equipment item.

Powerful creatures with long limbs can often strike multiple opponents in a single swing. See 3.4.1: Overkill.

9.1.2 Movement

One of the most important distinguishing characteristics of a new Species is its means of locomotion. Non-humanoid Species built off of Vehicle stats will already have their propulsion type factored in to their cost, but humanoids with extra propulsion types must buy them separately. If possible, it is best for humanoids with multiple propulsion types to have the same Movement Rating in each category; this will be easier to remember and cut down on bookkeeping during the game.

If a Species uses its limbs to move itself around, then any loss or injury of those limbs will incur Movement Penalties or prevent one or more kinds of movement altogether. When such a situation arises, it is up to the players to determine what Movement Penalties are appropriate according to the Species' specific physiology.

Some Species have poor motor skills or erratic behavior, and up to half of their movement is completely random. Random movement costs half as much as the same type of regular movement, and the direction of motion is determined by a 1d6 roll on the Ker-Stagger! Table.

Staggering direction is relative to the direction the unit is facing, and staggering movement takes place prior to normal movement. A unit does not stagger if it is at rest.

9.1.3 Intelligence

While most of the actors on the BrikWars stage are assumed to have a certain basic level of intelligence, animals and monsters are often somewhat lacking in this area. As long as members of a Species have the basic cognitive ability to follow orders, act independently, and keep focused on simple tasks, they are considered Smart and their behavior and CP costs are unaffected.

An individual animal's Intelligence may vary wildly from the Intelligence level typical of its Species; its CP cost should be adjusted upwards or downwards to reflect this.

Even if a Species is capable of standard minifig intelligence, they may be subject to lapses of judgement and periodic idiocy. If so, individuals of that Species are given a Stupidity Rating, and they must make a Stupidity Roll at the beginning of every turn and consult the Idiot Ker-Duh! Table. To keep Stupidity Rolls from

Species Propulsion Modifiers

Land Creatures	
Normal Ground Propulsion (Arms and Legs)	First 5" Free +1 per +2"
(No Ground Propulsion)	(−5CP)
Wall Crawling	+2CP
Gymnastics (Takes No Damage from Falls, Jumps Up to Move" High or In Any Direction)	+1CP
Burrows through Soft Earth	+3CP per +1"
Tunnels through Solid Rock	+5CP per +1"
Sea Creatures	
Swims and Breathes Underwater	+1CP per +2"
Only Breathes Water (Suffocates in Air)	−1CP
Sky Creatures	
Floats 1" Above Ground	0 CP
Floats up and Down Only (No Lateral Floating)	+1CP per +2"
Gliding Flight (Lose 1 Story of Altitude or 2" of Speed per Turn)	+1CP per +3"
Flight (Min. 5" Speed per Turn to Stay Aloft)	+1CP per +2"
Hover flight	+1CP per +1"
Space Creatures	
No Need for Air or Life Support	+1CP

The Ker-Stagger! Table

1d6	Direction of Staggering
1	The unit falls on its face or turns upside down.
2	Backwards
3	45° back and left or 45° back and right (enemy's choice)
4	Dead left or dead right (enemy's choice)
5	45° front and left or 45° front and right (enemy's choice)
6	Forward

Animal Intelligence Chart

Wild —4 CP	Wild animals flee from perceived threats unless cornered or wounded. They may attack without provocation if a weaker opponent intrudes on its territory, comes between it and its offspring, or appears tasty. *Examples: Alligators, lions, mice, birds, T-rexes*
Tame —4 CP	A Tame animal acts the same as a Wild animal, except that it does not perceive minifigs as threats (unless attacked by one) or as food. *Examples: Sheep, cows, pigs, chickens, cats*
Trained —3 CP	A Trained animal can follow the simple orders of any minifig riding it or holding it on some kind of harness. If the animal escapes, or if its handler is killed, it behaves as if Wild. It may then be recaptured and ridden or harnessed by minifigs belonging to any team. *Examples: Draft horses, oxen, elephants*
Loyal —2 CP	A Loyal animal can follow the simple orders of any friendly minifig within 5", including orders that carry the animal great distances from its master. If separated and without fresh orders, the animal seeks out its master or the nearest friendly minifigs. If all friendly minifigs have been killed, the animal defends the bodies. Examples: Dogs, falcons, conjured or summoned beasts
Smart —1 CP	A Smart animal can act independently, without orders from minifigs. *Examples: Warhorses, wolves, monkeys*
Sentient 0 CP	A Sentient animal is as smart as any Trooper (which is not as impressive as it sounds). Depending on its anatomical limitations, it may be able to use tools, give orders to less intelligent animals, or even speak. *Examples: Dragons, magik familiars, parrots*

Idiot Ker-Duh Table

Stupidity Roll	Effect
Critical Success	The unit may make actions as intelligent as those of any Trooper during the turn, although possibly for stupid reasons.
4 or more	The unit behaves as normal.
3	The unit forgets his orders and must be reminded in simple terms for 1/2 of his movement phase. If there are no units nearby who can tell him, he must turn back and seek some out on his own. If there are no units he can ask, he wanders in a random direction as for #2 below.
2	The unit becomes confused and wanders in a random direction for its full movement phase (Roll 1d6 on the Ker-Stagger Table for the direction).
1	The unit's mouth falls open and drooling begins, possibly followed by loss of bladder or bowel control. The unit takes no action this turn.
0	The unit attacks the nearest recognizable target: enemy, ally, or otherwise. If this result is rolled for a Stupid Squad, squad members do not attack each other, but instead pick a nearby object, unit, or squad to gang up on.
—1	The unit attempts to destroy any equipment it is carrying.
—2	The unit falls asleep. It may attempt to wake up on following turns as if it were Unconscious.
—3	The unit stupidly attacks itself. If this result is rolled for a Stupid Squad, the squad members all attack one another.
—4	The unit is under enemy control for one turn. The enemy player may not direct the unit to undertake actions beyond the unit's intellect.
—5	The unit forgets to keep living and falls dead.
—6	The unit forgets to exist and disappears.

slowing down the game, it is best to limit the number of Stupid troops on the table, or arrange Stupid troops into Squads and then make a single Stupidity Roll for the entire Stupid Squad.

Regular Sentient units are assumed to have a Stupidity Rating of 5; that is to say, without even rolling they always achieve a 'behaves as normal' result on this chart. If a Species' Stupidity Rating is converted to dice and lowered, their cost is decreased by −1CP for every point below 5 in the Stupidity Rating.

Sample Stupidity Ratings

Stupid#	CP Cost	Example Units
5	0 CP	Regular Troopers, Civilians
1d6	−1 CP	Drunken Troopers, Hippies
1d6−1	−2 CP	Orcs, High School Football Players
2d6−5	−3 CP	Trolls, Alien Worm Masses
2d6−6	−4 CP	Attack Blobs, Politicians
3d6−11	−5 CP	Nintendo Game Sprites, AOL Users

9.1.4 Special Abilities

You can't help respecting anybody who can spell 'Tuesday,' even if he doesn't spell it right. But spelling isn't everything; there are days when spelling Tuesday simply doesn't count.
–Rabbit (A.A. Milne)

Any really good Species has a special ability or two, in order to justify the extra hassle of fielding it. There are a number of different ways to handle special abilities. Special movement types, modified stats, and extra limbs have been covered above. Special abilites that mimic the abilities of troop or Siege weapons or equipment items are bought with the same stats as the equivalent item.

Any remaining special abilities are bought as Troop Specialties (8.1.1: The Trooper). Any Troop Specialty described in Chapter Eight will work well as a Species' special ability, and new Troop Specialties can be invented using these as a model. A number of additional possibilites are included with the example Species below.

(If you are using Supplement SP: Supernatural Powers, you can also create special abilities as if they were Supernatural abilities.)

9.2 Animals

I loathe people who keep dogs. They are cowards who haven't got the guts to bite people themselves.
–August Strindberg

While any type of animal can be built out of PBBs by a sufficiently clever player, most of the animals in a BrikWars battle will be the ones specially provided as POOPs by one PBB company or another (and of those, most will be Horses). The stats of these standard animals are listed below as examples.

9.2.1 Domesticated Animals

A cat will look down to a man. A dog will look up to a man. But a pig will look you straight in the eye and see his equal.
–Winston Churchill

The most basic and common type of animal is the Horse, and so the Horse is used as the example to demonstrate the development of an animal Species. A horse has four 1" legs, a tail, and a mouth; there are few enough limbs that they are all provided free of charge.

We start with the Base Species Stats for animals:

MV:5"	AV:2	SK:1d6	Pwr:1	IQ:Smart	CP:2

A Horse is faster, hardier, and stronger than a minifig, but less intelligent. We make the following modifications to statistics:

MV:+5"	AV:1d10+1	SK: –	Pwr:+2	IQ:Trained
(+2.5 CP)	(+2.25 CP)	—	(+6 CP)	(−3CP)

Rounding up the CP Cost, we arrive at the following results:

MV:10"	AV:1d10+1	SK:1d6	Pwr:13	IQ:Trained	CP:10

Further specialized breeds of Horses can be created in the same manner.

Livestock and herd animals have been included (and used as projectiles) in more than one BrikWars game, but as there are not yet any livestock POOPs, their stats are not listed here. On the other hand, there are several types of available 'pet' Species.

Horses

Type	CP	Move"	Pwr	Skill	IQ	Armor	Special
Horse	10	10" Norm	3	1d6	Trained	1d10+1	None
DraftHorse	10	8" Norm	4	1d6−2	Trained	2d6	None
RidingHorse	10	15" Norm	2	1d6	Loyal	1d10	None
WarHorse	15	12" Norm	3	1d6+2	Smart	2d6+2	None

Kicks with the front or back legs does (Power x 1d6) Stun Damage. Bites do 1d6 Damage. Both attacks have a UR of 2.

9.2.2 Savage Beasts

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.

–Froude

Wild animals usually avoid large battles and typically only become involved if the battle threatens their lair or their offspring, or if they are captured, starved, and released in the middle of a battlefield. Captured animals can be hidden under secret trapdoors or launched from catapults (either situation can be dangerous for the animal, depending on who lands on what).

9.3 Monsters

Horrifying monsters are a pleasant addition to any field of battle. Most monsters can be purchased as intelligent minions of one side or the other, but they are

Pets

Type	CP	Move"	Pwr	Skill	IQ	Armor	Special
Puppy	2	6" Norm	1	1d6	Loyal	1d6	None
		Bite:UR:2 RNG:CC DMG:1d6					
Kitty	1	8" Norm	0	1d6+2	Tame	1d6−1	Gymnast
		Bite/Scratch: UR:2 RNG:CC DMG:1d6-2					
Bunny	4	5" Norm	1	1d6	Smart	1d6+1	Gymnast
(Baalville)		2 Hands, Uses Minifig Weapons Up to TL2					
Monkey	5	4" Norm	1	1d6+1	Smart	1d6	Gymnast WalCrawl
		4 Hands, Uses Minifig Weapons Up to TL3					
Parrot	1	2" Norm 12" Fly	0	1d6	Sentient	1d6−2	Talks
		Bite/Scratch: UR:2 RNG:CC DMG:1d6-4					
Falcon	8	3" Norm 15" Fly	1	1d6+2	Smart	1d6−1	None
		Bite/Claw: UR:2 RNG:CC DMG:1d6					

more commonly found running wild. Untamed monsters may behave like regular wild animals, they might defend a treasure or location, or they might just attack everything in sight.

9.3.1 Monster Specialties

Hence it is necessary to a prince, if he wants to maintain his position, to learn to be able to be evil, and to use or not use this ability according to necessity.

–Niccolo Machiavelli, *The Prince*

There are many Specialties that are particularly appropriate to monster Species. Here are a few.

Specialty: Evil (0 CP)

For monsters, Evil is a much more serious matter than simple choices between right and wrong and abstract comparisons between Adolf Hitler and Mother Teresa. Evil is far more defining and irrevocable than some paltry philosophy or way of life: it's a union membership.

After a long apprenticeship in a

Vermin

Type	CP	Move"	Pwr	Skill	IQ	Armor	Special
Snake	1	3" Norm 1" burr	0	1d6	Wild	1d6–2	None
		Bite: UR:2 RNG:CC DMG:1d6 Poison					
Spider	1	2" Norm	0	1d6–1	Wild	1d6–3	WalCrawl
		Bite: UR:2 RNG:CC DMG:1d6 Poison					
Scorpion	1	2" Norm	0	1d6	Wild	1d6–2	None
		Sting: UR:2 RNG:CC DMG:1d6 Poison					

Beasts

Type	CP	Move"	Pwr	Skill	IQ	Armor	Special
Crocodile	7	6" Norm 6" Swim	1	1d6	Wild	1d6+3	None
		Croc Chomp: UR:2 RNG:CC DMG:1d6+3					
Polar Bear	6	8" Norm	2	1d6	Wild	1d6+3	None
		Maul: UR:2 RNG:CC DMG:2d6					
Bunny (Vorpal)	5	10" Norm	0	1d6+2	Wild	1d6+3	None
		Flying Bunny Chomp: UR:3 RNG:CC DMG:2d6+1					

Sea Creatures

Type	CP	Move"	Pwr	Skill	IQ	Armor	Special
Dolphin	1	6" Swim	1	1d6	Tame	1d6+1	None
		Ram Attack: UR:2 RNG:CC DMG: 1d6 Stun					
Shark	1	6" Swim	1	1d6	Wild	1d6+2	Br. Water
		Bite: UR:2 RNG:CC DMG:1d6					
White Shark	3	8" Swim	2	1d6	Wild	2d6	Br. Water
		Bite: UR:2 RNG:CC DMG:2d6					
Swordfish	1	6" Swim	1	1d6	Wild	1d6+2	Br. Water
		Chainsaw Nose: UR:5 RNG:CC DMG:2d6+1					
Octopus	2	4" Swim	2	1d6	Wild	2d6	Br. Water
		Tentacle Crush: UR:2 RNG:CC DMG:2d6 Stun					

Monster Guild, a monster-in-training is allowed to go into practice as a Journeyman Monster only after he joins the local chapter of his Evil Workers' Union. Once he is a card-carrying member of Evil, he may only ally with other Evil monsters and the slaves of Evil monsters, or risk the wrath of the union. He may still fight against other Evil units if they get in his way, if they annoy him, or for his own amusement.

Specialty: Attacked on Sight (−2CP)

Some monsters inspire such outrage and hatred that any intelligent minifig that spies them must drop everything and attack with every means at its disposal. Hatred for these monsters can inspire bitter enemies to band together and dedicated pacifists to take up arms. Only the most Evil units are immune to this compulsion.

Specialty: Contagious Bite (+1CP per Poison Point)

Quite a few 'classic' monsters are blessed with a venomous bite that changes victims into monsters like themselves if not treated in time: vampires, werewolves, and zombies, to name a few. A Contagious Bite attack (UR:2 RNG:CC) injects the victim with Monster Poison. This poison behaves just like normal Poison (3.4.5: Poison), gradually making its victims Stunned and then Unconscious. After Unconsciousness, instead of dying, the victim turns into a copy of the monster that bit them. This new monster, no longer Unconscious or Stunned, zips around at full strength biting victims of its own.

> (If you plan to use Contagious creatures in a battle, be sure to bring a supply of extra figures to represent their increasing numbers if necessary.)

Specialty: No Flesh (+3CP)

Monsters composed of bone or rock have no soft flesh and so can ignore many kinds of damage. Units without flesh have no need to breathe and are immune to fire, poison, gas, vacuum, and cold. Cutting attacks (swords, knives) and impaling attacks (spears, arrows, rifle bullets) do half damage. Explosions, bashing attacks, and collisions do full damage and are the best way to deal with a No Flesh opponent. Electricity and energy attacks are also effective, as they can cause No Flesh monsters to explode.

Specialty: Modular (+(AVx3)CP)

A modular creature's parts are tied together by magic or by nanoprobe goo or by some other special method that allows them to be reattached once they have been knocked off. Any attack that exceeds the creature's Armor Value does not kill the creature but instead knocks off one body part (limb, torso, or head). Multiple body parts can get knocked off by a single attack if it does many times the creature's AV in damage.

Speed Limits for Amputees

Missing legs:	−2" per Missing Leg
No legs:	1" per Arm
No legs or arms:	1 Dot, Pulling Self by Teeth
Just a head:	0"

When body parts are separated, they are still 'alive' unless destroyed separately (each has an AV equal to the original unit's AV). Limbs will crawl back towards the torso (or any nearby limbless torso of the correct Species) at 1" per turn. If a headless torso has limbs to move with, it will move towards the nearest amputated head at half speed. A single modular creature may reattach one body part per turn instead of attacking.

Specialty: Regeneration (Unit cost doubled)

All damage taken by a Regenerating unit counts as Stun damage. Whenever the unit takes damage from a cutting weapon or an explosion that is greater than his Armor, he loses one limb (defender's choice), in addition to normal Stun effects. The wound closes instantly, so there is no further damage from blood loss as with regular amputation (8.2.7: Medix). If the unit loses both legs, it also loses its pelvis. If it has no limbs to lose, then it loses a torso instead and is reduced to just a head. If the unit has no torso to lose, then the head is destroyed and can no longer regenerate.

A regenerating unit makes its Stun Recovery roll at +1. If the roll is successful, the unit may upgrade from Stunned to Normal, from Unconscious to Stunned, or even from Dead to Unconscious, unless the corpse has been incinerated or the head has been gibbed somehow.

As long as the unit's head is still attached and operational, it can regrow lost body parts. A lonely head can regrow its torso, the torso can regrow an arm or a leg, and an arm can regrow a hand.

Specialty: Replication (Unit cost tripled)

A Replicating unit has all the powers of a Regenerating unit, with the additional ability that any amputated part can now grow into a whole new creature. Hands can grow arms, arms or legs can grow torsos, and torsos can grow new heads. (New heads arrive Stunned.) Component body parts can be attacked and destroyed at the AV of the original unit.

(If you plan to use Replicating creatures in a battle, be sure to bring a supply of extra figures to represent their increasing numbers if necessary.)

9.3.2 JawJaws and Dimmies

If the radiance of a thousand suns were to burst at once into the sky that would be like the splendor of the Mighty One... I am become Death, the Shatterer of Worlds.
–J. Robert Oppenheimer, quoting *The Bhagavad Gita,* Alamogordo, New Mexico, 1945

No figures are more hated in the BrikWars universe than JawJaw and Dimmy. Throughout every age of history, in every mystical dimension and every corner of the galaxy, these villains erupt in virulent hordes to destroy the very underpinnings of civilization. In filthy swamps, caves, cesspools, and garbage dumps, they spawn until their numbers are great enough to stage attacks on unsuspecting minifig settlements. Strangely, though similar in many ways, JawJaw and Dimmy hate each other and are bitter enemies, and the disaffected minifigs who worship them in underground religions are just as acrimonious.

The true origin and nature of JawJaw's Dungan species is a mystery, but it seems to be at least partially directed by some kind of collective hive mind. Rumors abound of a complex heirarchy of Dungan subspecies, including a mysterious Dungan Undermind, but these have never been confirmed. Dungans are especially attracted to the refuse of civilization, and typically breed in sewers and garbage dumps. Their favorite foods are garbage, rotting corpses, and sewage, although they can eat literally anything with no ill effect. JawJaw worshippers view the Dungan race as the physical embodiment of Nature's cycle of death and rebirth, destruction and recreation, and chaos and order.

JawJaws dress in filthy, slimy rags and matted fur pelts. Two huge, leprous ears drape over their backs; glowing orbs squint maliciously from their bulbous eyestalks, and rotting sewage drips from their crocodilian maws. Their breath alone is enough to kill the most hardened Trooper, and any chunk of flesh that gets chopped off can grow into a whole new Dungan. Their only weaknesses are their abysmal Stupidity and bizarre language (featuring "words" like 'meesa' and 'big bombad'), which seems expressly designed to force any intelligent species they encounter to react with homicidal rage.

In any developed civilization, there are powerful forces with names like 'Marketing,' 'Political Correctness,' 'Mass Culture,' 'Institutionalized Religion,' and 'Public Education' that advance their interests by engendering conformity, ignorance, and sloth while claiming to do the exact opposite. Minifig citizens are subjected to beer commercials, fast food, athlete-worship, pop music, and pontificating authority figures who are happy to relieve them of any obligation to think for themselves. Over years of continuous exposure, some minifigs begin to "Juniorize," a process of

Classification: JawJaw
Mother Nature's Waste Disposal

Move:	5"
Armor:	3
Skill:	1d6
TL	1 (Tribal)
Cost:	2 CP
Specialty:	Evil Attacked on Sight Replication
Attacks:	Bite UR:2 Rng:CC
Dmg:	(2 Poison) + 1d6

Classification: Dimmy
Society's Lowest Common Denominator

Move:	(4" stagger) + 2"
Armor:	3
Skill:	1d6–1
Power:	2
TL	0 (CaveMan)
Cost:	4 CP
Specialty:	Evil Attacked on Sight Contagious Bite
Attacks:	Bite UR:2 Rng:CC
Dmg:	1d6 Dimmy Poison

devolution in which minifigs lose all individuality and conform to every lowest common denominator. At first, they become simple Timmies (8.2.4: Slaves), out-of-shape slobs in baseball caps and gaudy T-shirts who stare wide-eyed and fascinated through hours of professional wrestling, televangelism, and junior college courses. If Juniorization is left unchecked, the Timmies eventually experience total loss of brain function and become horrifying flesh-eating Dimmy zombies.

Slack-jawed, hollow-eyed, and unwashed, Dimmies stagger drunkenly around in the tattered rags of their baseball caps and T-shirts, munching on whatever minifigs they come across. Any minifig receiving a Dimmy bite is infected with Dimmy poison and may become a Dimmy themself. Dimmies are semi-intelligent and capable of building simple structures and vehicles, although they will always settle for the easiest and most half-assed design solution, using the smallest number of parts. Dimmies are irresistably attracted to POOPs (especially BURPs) and will collect them in great worthless hoards.

Dimmy worshippers see in Dimmy the ultimate role model for Buddhist self-negation and Confucianist social harmony. As inappropriate as this may seem to any thinking person, Dimmyists are philosophically opposed to questioning propositions, and especially to searching for correct solutions where rough guesses will do.

9.3.3 The Horrifying Undead

Either this man is dead, or my watch has stopped.
–Groucho Marx

While not commanding the same level of all-consuming hatred as a JawJaw or a Dimmy, zombies, skeletons, and other undead creatures can be frightening and disgusting in their own right. Undead creatures may be especially vulnerable to 'holy' minifigs and 'blessed' weapons, according to the whims of the players; these will have to be handled as special cases.

An individual Zombie's biggest dream is to stagger into a backwater town, bite a bunch of hillbillies and start to raise a Zombie army. By munching the denizens of progressively larger and larger towns, Zombies hope to one day achieve the numbers necessary to be recognized as a sovereign Zombie nation, and end their persecution and misunderstanding by the living minifigs with the tasty, tasty brains.

Being already dead, Zombies suffer no ill effects from pain, poison, lack of air, or extreme temperatures. Chopping off their limbs will slow them down but otherwise cause no ill effects. If a Zombie is set on fire or doused with acid, its flesh will eventually burn off, and the Zombie will become a Skeleton.

Unhindered by the Zombie's hundred pounds of dead flesh, a Skeleton is much quicker and nimbler. Although no longer able to deliver Zombifying bites, the Skeleton has the nifty ability to reassemble itself from spare Skeleton parts when it gets smashed to bits.

A Ghost is a mysterious and dreary individual; its glory days are far behind but it isn't quite ready to leave. A Ghost cannot make any kind of attack, although it can carry small objects, deliver messages, create spooky sounds, and cause all kinds of mischief. A Ghost spends most of its time in an intangible state, allowing it to travel through floors and walls and rendering it immune to any physical attack; however, the Ghost must solidify to speak or carry objects, during which time it is extremely vulnerable. Rumors of Ghosts having the ability to turn invisible are incorrect, although a Ghost can fake invisibility by quickly floating behind a wall or descending into the floor.

Classification: Zombie
Rotting Meat Sack

Move:	(4" stagger) + 2"
Armor:	5
Skill:	1d6−1
Power:	1
TL	Any
Cost:	6 CP
Specialty:	Evil Dead Flesh Contagious Bite

Classification: Skeleton
Meat Support Structure

Move:	6"
Armor:	1
Skill:	1d6 + 1
Power:	1
TL	Any
Cost:	9 CP
Specialty:	Evil No Flesh Modular

It is rumored that two Ghosts in an intangible state may do battle with one another, armed and as dangerous to one another as they were when they were living minifigs.

9.3.4 Cave Monsters

Although the undead can do a passable job of guarding historical relics and dusty antiques, the really big piles of treasure look out of place unless they're stuck in a cave with a big cave monster defending them.

BurpMan is the most egregious of all POOPs, a Big Ugly Rock Person permanently cast in a bizarre posture with only a single moving part: his powerful throwing arm. Despite apparently being designed by a team of Dimmies, BurpMan remains a force to be reckoned with, thanks to his immense strength. BurpMan has the additional ability to tunnel into solid rock and masonry, allowing him to quickly camoflauge himself by burrowing into a cave wall and holding very still, or to tear a large boulder (up to 4 Blox) from the earth to use as a deadly shot-put (either act takes a full turn's Movement).

These stats are for the tiny POOP Dragons that are hardly the size of a horse; players may build larger Dragons and give them more impressive statistics. In addition to their fire breath and deadly cunning, many Dragons are able to cast magik spells and take advantage of the latest technologies, especially when it comes to setting traps and designing cave security systems. High-tek Dragons are especially fond of hiding computer-targeted machine gun emplacements in hidden wall panels.

Dragons' famous fire breath can be switched to other breath types as necessary. Dragons fighting Skeletons and BurpMen may choose to switch to a corrosive acid spray. Non-Evil Dragons might employ an unconsciousness-inducing mist. Lightning bolts, frost beams, and even clouds of darkness are not unheard of, and after long Friday and Saturday nights some Dragons find themselves with the unexpected ability to breathe large half-digested volumes of beer and livestock.

Dragons are wickedly intelligent and most place no value in chivalry, sportsmanship, or fair play. They are happy to confuse, frustrate, and demoralize opponents with dirty tricks and cheap shots, and if possible will never place themselves in danger at all. Because of their wiliness and ability to fly, Dragons would be very hard to pin down if not for their one weakness: treasure. Dragons defend their treasure hoards to the death, and can sometimes be lured into the most obvious traps by sufficiently large piles of gold. A Dragon on the wing is as elusive as the wind, but if you can threaten his hoard then he'll have to come to you.

9.4 Humanoids

In a regular BrikWars game all minifigs are assumed to be Humans of a short, squat, boxy variety. However, many battle genres call for whole assortments of humanoid species to be tossed against one another. A sci-fi game can have any number of alien species varying from the nearly-human to amorphous tentacled spore clouds and energy spheres. Fantasy settings have their own traditional forces, pitting elves, dwarves, and halflings

Classification: Ghost
Misplaced Soul

Move:	4"
Armor:	2
Skill:	1d6
Power:	0
TL	Any
Cost:	3 CP
Specialty:	Evil (usually) Intangible
Attacks:	None

Classification: BurpMan
POOP Monster

Move:	3" 1" Tunneling
Armor:	2d6+5
Skill:	1d6
Power:	3
TL	0
Cost:	20 CP
Specialty:	Evil (usually) No Flesh
Attacks:	Smash UR:2 Rng:CC

Classification: Dragon
Low-Tek Flamethrower

Move:	5" 10" Flying
Armor:	1d10+2
Skill:	1d6
Power:	2
TL	Any
Cost:	20 CP
Specialty:	Evil (Sometimes)
Attacks:	Bite/Claw UR:2 Rng:CC Dmg: 2d6 Fire Breath UR:3 Rng:8" Dmg: 2d6 fire (full-auto)
	Fire Breath UR:3 Rng:8" Dmg: 2d6 fire (full-auto)

against orcs, trolls, and giants. With few exceptions, members of these races can take any Specialty available to regular minifigs, and can be integrated into any TekLevel or genre (space Orcs in starfighters, dark age Klingons at the Battle of Hastings, industrial age Fairies in the landing craft on D-Day, medieval Vorlons taking up the defense of Minas Tirith, and so forth).

On paper, designing a new humanoid Species is as simple as choosing a Specialty or a stat modifier or two to apply to all members of the race. It's rare for a humanoid race to diverge wildly from the basic Human standard, and members of those races tend to show up only in ones and twos in a much larger group of less unusual troops. The real trick to making new humanoids is in trying to build them out of PBBs in such a way that they can be easily distinguished from regular Humans. It may therefore be easier for a player to design his new Species based on the minifig pieces he has available in large quantities, rather than pick a species from a movie or book and then scramble for the pieces he would need in order to build appropriate minifigs in the necessary numbers.

9.4.1 Fantasy Races

While there are few standards when it comes to alien races (most alien races in BrikWars are discovered using the time-tested method of replacing minifig's heads with other pieces), popular fantasy races have held steadfastly to the models set forth by J.R.R. Tolkien (and subsequently robbed of their depth and grandeur by decades of juvenile Dungeons & Dragons players). For this reason, we will use a quick scattering of fantasy races as examples of new humanoid Species.

Most fantasy races are little more than standard Humans of a different size, which is unfortunate since regular minifigs all have identical dimensions.

Example Fantasy Races

Size	Races	Modifiers
Short (2 sillies for legs)	Halflings	Sp: Marksmanship (0CP)
	Gnomes	None (0CP)
	Goblins	Sp: Evil (0CP)
Normal (standard minifig)	Dwarves	Sp: Shock Troop, Power +1 (+3CP)
	Orcs	Sp: Evil Stupidity: 1d6-1 CC Bonus +2 (-1CP)
Tall (1-Brik boots)	Humans	None (0CP)
	Elves	Skill +2, Move +2" (+2CP)
Very Tall (2-Brik boots)	Elf Lords	Skill +1d6, Move +4" (+4CP)
V.V.Tall (2b boots,1b waist)	Winged Men	Two 2" wings, Flight +8" (+4CP)

Rather than try to build figures from scratch out of other PBBs, players can add or replace PBBs below a minifig's waist to quickly make a shorter or taller minifig. A 'short' minifig gets his legs replaced with two 1 × 1 cylinders, and possibly two 1 × 1 plates for shoes. A 'tall' minifig keeps his legs and has two 1 × 1 Brik boots attached to the bottom. Very tall minifigs have boots that are two Brix high, and very very tall minifigs have a 1 × 2 Brik inserted between the legs and torso (the arms start to look pretty short at this point). Larger humanoids can be made using other minifig types (there are several available), or even by using non-PBB action figures. Minifig size variations do not change a unit's cost or statistics until the point where individual limbs are longer than 1". (The legs of minifigs with 2-Brik boots are slightly longer than 1", but in the interest of expediency this can be safely ignored.)

A individual of a fantasy race is bought as a normal unit (whether a Trooper, Specialist, Hero, or Civilian), and then given the the one or two modifiers appropriate to the race. Subspecies are just as easy to create; Dark Elves would be Elves with Sp: Evil, and Wood Elves would be Elves with Sp: Marksmanship.

10

Campaigning

Because BrikWars is so open-ended in scope, placing very little limit on the types of battles and circumstances that might arise within the game, this rulebook could easily be extended another hundred pages or more with guidelines and examples for additional situations both dangerous and amusing. However, the book is already too large by far for all but the morbidly obsessed. Its length makes it impractical for quick reference, unweildy when printed out, and daunting to first-time readers. Therefore we reserve the large bulk of additional material for later supplements and instead turn to a brief discussion of the real-world ins and outs of organizing a game.

10.1 Gathering Opponents

> *A man cannot be too careful in the choice of his enemies.*
> –Oscar Wilde

Coming to grips with the ponderous bulk of the BrikWars rulebook and assembling a presentable army can be time-consuming tasks, but the stumbling block that ultimately defeats many aspiring BrikWars players is the quest for willing opponents. Younger players are especially handicapped in this regard. Besides being crippled by curfews and dependent on their parents for transportation, they are barred from some of the more established adult BrikWars groups due to the drinking and debauchery that runs rampant between players in the later stages of the game.

If you have never played BrikWars before, there are two good ways to start. The first is to set up a small game with one or two close friends. It's best if you are at ease with the people you choose for opponents, since during your first game it's inevitable that big mistakes will be made and everyone is bound to end up looking stupid at some point. If you are already a member of a gaming group or a club of PBB enthusiasts, you should have no difficulty finding a gullible chump or two that can be suckered into a 'quick' game. It's no problem if your friends can't muster PBB collections of their own, as you can easily share yours; the important thing is getting them to show up in the first place. Hesitation on their part can often be overcome by vague promises of punch and pie, pizza and beer, or any refreshment combination involving doughnuts.

The second good way for first-time players to break into the game is to hook up with an existing BrikWars group, whose experienced players are often happy to act as guides to newcomers. Unfortunately, well-established groups are geographically scattered, and 'often happy' does not mean 'always happy.' (It's sad that there have been so many individuals who need to be reminded of this, but please remember that these are

private groups and, no matter how enthusiastic you are about BrikWars or PBBs in general, you should not automatically assume that they will admit you, nor should you think that they are in any way obligated to do so.)

If neither of the two recommended options prove feasible, the third and inferior course is to try and arrange a game with complete strangers. Internet newsgroups are invaluable in this regard, and many players have been able to find opponents by making public posts in their local academic or professional newsgroup, or in newsgroups specially geared towards tabletop wargamers or PBB enthusiasts. The newsgroups of the Lego Users' Group Network (http://news.lugnet.com) are particularly excellent in this regard (and in many other regards besides). There is always an element of danger involved when meeting with strangers, so be careful what personal information you give out in any public or private exchange. Remember that not only your life but quite possibly a good chunk of your PBB collection may be at risk; mutilations and murders are small tragedies compared with the potential theft of so many valuable bricks.

10.2   Game Types

Before players can begin assembling armies and psyching themselves for the impending carnage, it's important to establish what type of game is going to be played, either through conversation between players or by the executive order of the event's host. A discussion pinning down the genre, setting, technology, army types, and size of the battle is just the thing to get everyone's gears moving. Many of the decisions will be already determined by the PBB collections available to the players, and especially the venue in which the game is set.

10.2.1   House Games

Players who are lucky enough to live in a household with like-minded individuals (families, dorm-mates, co-op co-hippies, etc.) will have the easiest time setting up battles with the least required planning. The schedule, especially, becomes much less critical; there's no need to set strict deadlines for arrival, setup, cleanup, or departure. Everyone's already in the house by default, and as long as a corner or room can be set aside for awhile, a battle can be extended over several nights if necessary. Any arguments about the units other players are building can take place while they are in the midst of building them, giving plenty of time for revision as needed.

An occasional drawback of house games is that players must often draw from a communal collection of bricks, and if resources start to dwindle then competition for raw material can become fierce. The best solution to this problem is to increase the size of the brick collection to around the combined weight of the players involved. While that is clearly the most practical method, there are three alternate options. First, a quick way can be found to divide the remaining bricks into an appropriate number of piles, each player then choosing one; diplomacy and exchanges must be set up in order to obtain pieces from foreign piles. Second, similar to the system described in the Limited Point Budgeting Optional Rule (1.3: The Trooper), players may take turns picking minifigs, tools, and other basic pieces from the bricks that remain. The third and best method is to settle all arguments by a judicious application of pro-wrestling moves.

Players that engage in a series of house games will find themselves playing the same opponents over and over again; this can be both a weakness and a strength. Diplomacy, which is not a major factor in most BrikWars games, will become more and more important as a history develops between players. Over a continuing progression of games, the personalities and relationships of their armies will develop and solidify, and memorable heroes, characters, and unit styles will recur and evolve. Treacheries and debts of gratitude between Civilizations, oaths kept and forsworn between rivals, every act of nobility and every dirty trick will linger in the memories of minifigs for several battles to come, and may even develop into a kind of virtual world history.

On the other hand, diplomatic relations between a limited number of players can quickly stagnate and it is best to bring in new blood as often as possible, either by inviting friends to the house to join games or by going with housemates to games hosted elsewhere. This can have hidden dangers - because BrikWars tends to encourage the development of house styles and house rules, the playing styles of different groups can be so

dissimilar as to seem almost like different games entirely, and smaller differences that are overlooked at first can later suddenly flare up as points of bitter contention. When visiting in a foreign group, or hosting a visitor in your own group, be flexible and prepared to deal with friction in unforeseen areas.

10.2.2 Club Games

Players who aren't lucky enough to be able to set up games among members of their own house can get many of the same advantages by setting up regular games in a club setting. BrikWars games can be held as occasional events in existing clubs of wargamers or plastic-brick enthusiasts, or new BrikWars-specific clubs can be instituted.

Club gamers quickly become familiar with each others' gaming styles, so after the initial breaking-in period everyone becomes comfortable with the club's interpretation of the rules and arguments are typically minor. Club games have much of the continuity enjoyed by house games, with the additional advantage that it is much easier to induct new members and vary the personalities at play. Players are usually in close enough contact (through phone calls, e-mail, newsgroup postings, or meeting by chance in PBB stores) that any unconventional ideas can be thoroughly discussed before the date of battle.

New clubs are usually small enough that meetings can be hosted by individual members, but as the club grows they may need to investigate renting larger spaces. Meeting halls, churches, and colleges will often rent large rooms at reasonable prices. Many bars and restaurants also have rooms set aside for parties and private functions, and will furthermore be happy to supply participants with beer and refreshments. Finally, very outgoing clubs can stage battles in public areas or even host events at conventions in order to show off their bricklaying prowess and attract new members.

10.2.3 Hosted Games

Players without clubs can try their luck at inviting the participation of complete strangers, usually by posting to relevant newgroups or on a public community bulletin board. (Flyers targeted at a specific community such as a college or a church are less likely to attract axe-murderers and other malcontents than flyers posted in places like laundromats or on telephone poles.) A hosted game is easily used as a transparent ruse to stimulate the later formation of a BrikWars club.

There may be a good deal of pre-game discussion between a few of the players, but many attendees can't be relied on even to RSVP. The host will therefore have to make specific decisions about the basic game rules, and then make sure the information is available to everyone who intends to participate, including guests who may arrive unexpectedly and at the last minute. This information should be included in the game announcement, or the game announcement should include a note letting interested parties know where they can find this information, usually via a web site, phone number, or e-mail address.

Information that needs to be made available by the host includes:

The time and date of the game, including times for setup, game commencement, cleanup, and at what time lingerers will be unceremoniously booted out and the doors locked behind them.

The location of and directions to the gaming venue, whether that be the host's home or some public or rented space.

Any special rules or restrictions on the type or behavior of the players invited. This is most often seen in the form of age requirements where alcohol will be consumed, but requirements can also be handed down by the venue in use–for example, many public spaces prohibit smoking or firearms, and may be subject to noise limits or behavior and dress codes.

The style of battle being staged, especially concerning the setting, TL and CP limits, and any other special limitations, requirements, and custom rules in effect. This can be supported with a narrative or backstory explaining the cultural and political motivations from which the conflict arose.

Which services and resources will be provided by the host, which will be provided by the guests, and which may or may not be provided but any generosity from the guests would be appreciated. Examples include

transportation, venue fees, refreshments, meals, spare troops for guests without PBBs of their own, BrikWars expertise and printed rulebooks, dice, and even chairs and tables. It's common to ask guests to bring buildings and other items of PBB scenery to help build up a convincing backdrop for the game.

10.2.4   Convention Games

In preparing for battle I have always found that plans are useless, while planning is indispensable.
– Dwight D. Eisenhower

Hosting a BrikWars game at a convention takes all the difficulties of a regular hosted game and increases them by an order of magnitude. A convention game must be set up to accomodate the casual passer-by, and this is no small task. Guests cannot be expected to have PBB armies with them, have any familiarity with BrikWars rules and concepts, hold to any preset schedule, or even to behave with the most rudimentary levels of decency, maturity, or honesty. The group hosting the game (and it really should be a group rather than a single individual, however overachieving he may be) must be prepared to provide for every lack, and to deal flexibly with the unexpected problems that are certain to crop up because no amount of preparation can fully anticipate or defend against the stupidity and malice of the general public.

The easiest games to hold at conventions are brief and carefully crafted scenarios, in which the battlefield, goals, and all armies have been designed, balanced, and provided by the hosts. If the convention is of plastic-brick enthusiasts, and the hosts have a few experienced players to spare, they can try to quickly calculate scores and stats for whatever creations the guests may bring to the table. If the hosts are lucky enough to know that guests will be familiar with the BrikWars rules, at least to the point that they can score their own armies, they can arrange a more open game setting in which custom armies will be allowed. If the games are set up in such a way that there will be winners (this is not always the case, especially in free-form games in which players may come or leave as they will), then the hosts may wish to bring small prizes to award to the victors or to players who play especially well.

There are a number of roles that the hosts need to fill in order to take the burden of work off the shoulders of unwitting conventioneers, who for have paid good money to attend and have little or no patience for having to do any thinking of their own. At the bare minimum, each game should have one experienced person acting as a referee and overall GM (Game Master or General Manager, depending on your preference). The GM clears up any confusion over the rules, keeps the players informed of their units' options and abilities, and makes quick decrees in unusual situations not covered in the rulebook. The GM's primary job is to make sure everything runs smoothly and that the players enjoy themselves, and other members of the hosting team place themselves at the GM's disposal in order to quickly deal with small or large crises as they arise.

A second optional role is that of the RA or Rules Assistant. This position is filled by an experienced individual who is familiar with the ins and outs of the ruleboook and has a copy with him either in printed form or on a laptop. A GM who wishes to remain true to the rulebook can call on the RA at any time for quick reference on obscure rules. However, depending on the priorities of the hosting group, it may be better to eliminate the RA's position, and when the GM is unsure of any rule he can just make a quick best guess and thereby avoid any pause in gameplay.

PAs or Production Assistants are subject to the whim of the GM and can be used for any menial or degrading task. PAs can be sent to bark game announcements, gather refreshments, set up and take down tables and games, restrain rowdy and belligerent guests, and put out small fires. Experienced PAs can be asked to help coach insecure guest players or to take the places of players who are forced to leave unexpectedly. Even if the convention venue provides its own security, it is critical that at least one or two burly and sharp-eyed PAs are keeping an eye on the bricks and making sure they don't accidentally make their way into guests' pockets.

10.2.5   Internet Games

There have been occasional discussions over the years of running a BrikWars-by-email game; none of these discussions ever resulted in an actual game being played, although some have come close. Any such game would require incredible patience from the players and a sizable time-commitment from everyone involved. Armies by necessity would be either extremely small or extremely simple; the host overseeing the game would have to spend a good deal of time with a digital camera and graphics editing program to keep players updated about the state of the game. So far the opportunities offered by this medium have yet to outweigh the increased demands of time and effort made on the players, and so for the time being BrikWars PBEM remains an impractical fantasy.

10.3   Gaming Style

It takes some time and probably several games before the playing styles of groups and individuals really start to crystallize. Gaming style has less to do with whether a group prefers combatmeks over magik spells, and more with which aspects of gameplay they value and the type of overall experience they look for. Some of these considerations are discussed briefly here.

10.3.1   Gaming Experience

BrikWars differs in a number of ways from other superficially similar games, and players new to BrikWars come equipped with expectations and ideas about the way the game should be that in many cases simply don't apply. Most of their misconceptions burn off in the first round or two of the battle. Here are a few common examples:

> *Myth #1. If there is a rule, players should follow it.*
>
> Players who try to follow all the rules, especially new players, will find that a single turn can drag out to a length of several hours or more. Now matter how much we try to emphasize keeping things simple at first, new players will always try to bite off more rules than they can chew, and that is part of the natural BrikWars learning curve. When players become more experienced and familiar with the system, they can start using larger and larger portions of the rulebook and still keep the game moving along at a steady clip.
>
> *Myth #2. Turns last five to ten minutes.*
>
> For new players with small armies (100–200 CP), single turns will typically exceed an hour in length. Speed improves over time; more experienced players can handle a regular-sized army (300-500 CP) in twenty to thirty minutes if they stay focused.
>
> *Myth #3. A battle lasts several dozen rounds.*
>
> Thankfully, although individual turns take such a long time, it does not take very many rounds to decide a battle's outcome. Unless players are unusually timid and conservative, the eventual victor of a BrikWars battle should be clear after four or five rounds, although it may take another four or five to make victory official.
>
> *Myth #4. Games are played until a winner is decided.*
>
> Maybe half of all BrikWars games are played to the bitter end, whether due to time constraints or because it has become clear who the eventual victor will be. BrikWars players either learn to take their enjoyment from the experiential and visceral pleasures of the beginning- and mid-games, or design their battles as goal-oriented scenarios in which the conclusion will be quickly decided.
>
> *Myth #5. Powerful armies and units are the best armies and units.*

Armies that are powerful, well-balanced, and perfectly specialized for the task at hand are the best, if the game being played is one in which victory is the chief priority. In BrikWars, having fun is the chief priority. To this end, an army that is handicapped, off-balance, and blessed with unique and inappropriate specialties will be superior to an army crafted for victory. By their very nature they engender unconventional action, heroic bravery, desperate risks, unlikely successes, and hilarious failures.

10.3.2 Age vs. Youth

Many aspects of gaming style show a close correlation with a player's age, and for this reason younger players can badly disrupt the groove of an adult gaming group. The youngest players tend to focus on the game itself, taking undue pride in the size and power of their forces, seemingly unaware that their army's size is based on their parents' income, their units' strengths are just digits on paper, and that there is no reason to be impressed by the fact that they gathered more minifigs rather than fewer and they chose to write larger digits rather than smaller.

Other young players, having been told they are 'mature for their age' and not realizing that the phrase has never been anything more than a euphamism for 'socially unpleasant,' hope to impress everyone with their finely-developed characters and ability to sensitively role-play their commanders on the field of battle. Values like 'sensitivity' and 'taking things seriously' are so antithetical to the BrikWars ethic that they require no further discussion.

Both of these types of players can have great success and enjoyment as long as they can find others of like mind with whom to play; they do not integrate well with normal players unless their peculiar disabilites can be mitigated or cured somehow. In any case, being young, they are better off going out and finding some real fun rather than trying to simulate it with plastic bricks.

Adult players have a much lower tolerance for standing around trying to impress one another with trivialities (although this tolerance can rise sharply the moment an available member of the opposite gender enters the room). BrikWars at its best is a social lubricant, an excuse for friends and like-minded individuals to get together and compare construction techniques, discuss the state of the plastic-brick market, engage in some light-hearted and friendly competition, and to eat, drink, and be merry for a few short hours before returning to the interminable grinding monotony of the dreary days they waste on jobs and families.

10.3.3 Minifigs vs. War Machines

BrikWars action is divided between two scales, and many players prefer one over the other, sometimes even one to the exclusion of the other. Troop-level players think in terms of crawling through rubble, gaining access to control panels, taking cover and lining up sniper shots, scaling walls, breaching gates, digging trenches, and so on. Platform-level players think in a larger scale - plowing through foot squads, pounding buildings to rubble, warhead launches, carpet bombings, and so forth. At the small scale, troopers are the key to surgically gaining control of critical platforms and locations; at the large scale, platforms are the key to strategically directing campaigns of mass destruction, and troopers are the bloodsacks whose burst carcasses are used to keep score. It will quickly become clear which players' modes of thought tend towards either extreme, and for them there are several supplements and optional rules which will bring out details and emphasize one mode while marginalizing and streamlining the other.

A fan of minifig combat will prefer small theaters and dense environments - jungles, tunnels, building interiors, and rubble all allow minifigs to be used to their full potential. Vehicles and buildings should be designed with full interior layouts, and they should be filled with minifig-accessible features - computers to hack, control panels to access, cables and hoses to cut, air ducts to hide in, engines to sabotage, and so forth. Minifig combat can gain new levels of excitement using the Variable Damage (1.4: Basic Combat) and Ker-Triage! Optional Rules (8.2.7: Medix). Minifigs with Supernatural Powers (Supplement SP: Supernatural Powers) will be strategically critical. Time spent handling vehicles can be minimized by using the Quick and Dirty Vehicles Optional Rules (Chapter Six: Vehicles).

A fan of platform combat will prefer wide-open spaces and varied environments - highways, lakes, rivers, deserts, and plains give buildings and vehicles room to breathe and allow the greatest freedom for Siege Weapon fire. Chapter Eight: Standard Combatants can be ignored almost entirely, with Troopers and Pilots being the only meaningful unit distinctions (although Mechanix and Technix may also have a part to play). Dimmy Kombat (1.4: Basic Combat) and Quick and Dirty Armament (2.1: Weapons and Equipment) are good ways to cut down on minifig-related overhead. The Robotic Vehicles and Nanofleet Battles Supplements are fine recommendations for any vehicle supremacist.

10.3.4   Many vs. Few

> *A single death is a tragedy. A million deaths is a statistic.*
> – Joseph Stalin

BrikWars battles have ranged from tightly-knit scenarios involving fewer than a dozen troops, to epic campaigns involving several hundred minifigs. This variation in scale can dramatically change the dynamics of the game.

In a very small battle, each minifig and unit is critical. Their stats, abilities, and personalities can be heavily customized, even to the point that the game borders on role-playing. The more detailed and complex Optional Rules can be brought into play, since players will have much more time and energy to devote to individual units. Unconventional tactics, even ones for which rules must be invented on the spot, become quite feasible.

In a very large battle, in which great multitudes of units are involved, uniformity is critical if the game is to move forward at any pace. If a column of infantry is fielded, they must be identical troops with identical abilities and identical weapons; if a squadron of vehicles is purchased, they should be in all ways the same. Keep the number of individuals and unique units to a bare minimum - a general or Hero or two, nothing more. All Platforms should be given Heads-Up Displays and use the Statistic Ker-Pow! Table to calculate damage (5.3.2: Generalized Damage). Identical minifig troops should be arranged in large Squads (see the Optional Rule below), allowing large groups to move and attack as one unit. Any distinguishing effect short of death that would destroy the homogeneity of a minifig's Squad (Stun Damage, poison, wounds, etc.) should be ignored completely. Minifig abilities that are individual in nature, especially Stupendous Feats, should also be avoided. Large groups of individualistically-oriented minifigs should have their stats downgraded (e.g., an army of Ninjas could instead use the stats of Amazons).

Optional Rule: Squad Warfare   :)

Minifigs with identical stats and equipment can be handled with great efficiency if they are arranged in Squads. The formation, joining, subdivision, and dissolution of Squads require no formal declaration; a group of identical units are a Squad when they take action together and they are individuals when they act separately.

Measurements taken when moving a Squad or calculating the Range of its attacks will require some estimation. A Squad's location is considered to be roughly the center of the group of minifigs from which it is comprised; it is from this point that an attacking Squad calculates Range, and to this point if the Squad is the victim of an attack. Because all stats and Skill Modifiers are the same for all members of a Squad, all their Attack Rolls can be made at the same time; of those attacks that succeed, all the Damage Rolls may then be made at the same time. The Damage Rolls are combined if the Squad is attacking a single target (3.3.3: Cumulative Damage/Combined Fire). If the Squad is attacking another Squad, count the number of Damage Rolls that exceed the Armor Value of a single member of the target squad, and that is the number of casualties inflicted.

If any member of the squad suffers an effect that differentiates him from other members of the Squad (a stat penalty or boost, a condition such as Exhaustion or Poison, a broken weapon, etc.) then he can no longer be counted as part of the Squad and his rolls must be made separately.

10.3.5   Messy vs. Neat

BrikWars players can choose to insulate themselves from the horrifying effects of the violence they wreak upon the battlefield's hapless plastic inhabitants, but for sheer sadistic pleasure there's nothing like tearing machines and minifigs into tiny shreds and allowing a rain of blood and bits to fall from the sky. When tearing apart destroyed units and scenery, messy players may even wish to add extra material to simulate the splattermarks of blood, fuel, and other vital interior fluids. There are many pros and cons to the 'destructive' and 'non-destructive' attitudes towards individual models.

Especially for minifigs and animals, tearing units into bits is morbid, sadistic, and disgusting - it's easy to see why players enjoy it so much. However, certain circumstances tend to quell their enjoyment. Most commonly, a player will refuse to participate in this celebration of carnage and suffering because he has become too attached to his model to bless it with the honor of rapid and catastrophic disassembly. Other players should try to treat him with pity and understanding, and continue the game as best they can. Another important handicap to model destruction occurs when several players bring models built each from their own collections of plastic bricks; if the scattered debris of several models becomes intermixed then it can become very difficult to determine afterwards which bricks belong to which player.

If players can overcome these obstacles, they will find that a messy and destructive attitude has its own advantages. Broken models and smoking wreckage help to create that crucial battlefield atmosphere of destruction and despair, and their presence offers unique tactical opportunities. Loose chunks can be used for cover, as projectiles, or to create obstacles; ruins and wreckage can be shaped or collapsed to surprise enemies and shift the gross physical layout of the field. The jobs of Medix, Mechanix, and Engineers are much less exciting in an unmessy environment.

There are many intermediate steps between absolute messiness and neatness; players can choose certain models to be destructible and declare others involiate. If there is a worry that pieces from different collections will be mixed up, players can find a way to distinguish their own bricks (by reserving certain colors to specific players, or by marking their bricks somehow). If red bits are to be scattered wherever blood pools seem appropriate, these should all be supplied from one player's collection to avoid confusion afterwards.

10.3.6   Scenarios and Goals

> *Eric [Joslin] is trying to devise a way to incorporate troop goals into the game - that is, have objectives (hidden disks? secret documents? women's lingerie?) hidden in the building, so that annihilating the enemy is grand and all, but you still have to protect some of your vulnerable troops so they can search for the items. And wear them, and model them for their comrades.*

> –Shaun Sullivan, NELUG member

By default, the goal of a BrikWars battle is to kill all opponents, with the largely-ignored secondary objective of leaving at least one friendly unit alive at the end. Players whose tactics are timid and indecisive may benefit from a declaration of more specific goals and victory conditions. Examples have included collecting valuable treasures, rescuing or assassinating important characters, escaping a location or preventing such an escape, killing the largest number of JawJaws and Dimmies in a nearby swarm, and even defacing the effigy of a prominent BrikWars author. There have even been games in which the objectives of one or more players have been kept secret from all other players until the battle was over. At the opposite end of the scale, a BrikWars battle might be no more goal-oriented than an internet deathmatch, with a simple environment and marked zones for units and squads to respawn as they die.

10.3.7 Speed

A good solution applied with vigor now is better than a perfect solution applied ten minutes later.
–George S. Patton

As players become comfortable with the game they naturally begin to gravitate towards a certain game speed, keeping events moving at a fairly regular pace. When the game seems too slow, they start ignoring the more complex rules and looking to those Optional Rules that streamline play. When the tempo starts to pick up (especially in the later rounds when forces are dwindling and individual actions take on greater importance), they will turn again to some of those more detailed rules which were deemed too time-consuming earlier. But in general, when in doubt, fast is better than slow and there are many ways to improve game speed.

A very simple way to improve efficiency is to find ways to let more than one player take action at the same time. If the game is divided between teams of players, let all players on a team take their turn simultaneously. If the forces of two opponents are so far divided that they could not possibly reach or affect one another on that turn, let them take their turn together. If players wish to engage in negotiation or to discuss the rules, they should save the conversations for when their own turns are over if possible, letting an uninvolved player continue the game.

Another factor in the speed of progression is the amount of time players take in deliberating their moves. As much of the deliberation as possible should be taken care of before their turn actually begins; this goes without saying. Time spent in deliberation during the turn should be appropriate to the importance of the actions being taken. Arranging the formations of your legions for general inspection should not require the same investment of thought and time as when those legions have been reduced to a few desperate men and they have to make a titanic effort to save the empire.

A final element to consider is the relative belligerence of the players. While a valid method for long-term strategic-level action, defensive play is inappropriate in BrikWars, which is a tactical-level game and often subject to cruelly brief time constraints. Be proactive! Aggressive action can not only keep your opponents off-balance and force their actions, it will also accelerate the pace and allow the game to reach its conclusion in fewer turns.

In some cases players will have no choice but to begin setting time limits on individual turns. This will force sluggish players whose to learn to prioritize. Time limits can easily become a source of bad feelings between players whether strictly or loosely enforced, so be cautious when considering their use.

10.3.8 Referees

The wicked leader is he whom the people despise. The good leader is he whom the people revere. The great leader is he of whom the people say, 'We did it ourselves.'

–Lao-Tzu

In some games it can be valuable to have a referee. Besides acting as a guide and coach for inexperienced players, a referee can make fast rules decisions for the unconventional situations that crop up. More importantly, a referee has the ability to keep secrets from the players, and that opens up a whole new realm of tactical possibilities.

Normal BrikWars games are arranged with all information available to all players; there are no secret abilities, hidden units, unknown effects, undiscovered terrain, or subterfuge of any kind. Players have full oversight over each other's calculations and conduct, and that frees them from ever having to suspect anyone of cheating. A dedicated referee must be willing to take all the responsibility of oversight onto himself, in order to create mysteries for all players and to allow them to keep secrets from one another.

Many types of scenarios are only possible with a referee; only he will know the solutions to puzzles that must be solved, the locations of traps that can be sprung, the strengths of unknown monsters, and the value of

hidden treasures. A referee can even take such a controlling role that the game becomes almost like a role-playing game, taking the part of characters in the scenario and giving each of them distinct personalities as they interact with the players' units, and important information which they may or may not choose to reveal.

10.3.9   Campaigns and Diplomacy

Diplomacy is the art of saying 'nice doggy' until you can find a rock.
                                                        –Will Rogers

In BrikWars games with only two players, diplomacy has hardly any function beyond the occasional arms-control agreement. With larger numbers of players, especially over the course of several games, diplomacy can become a pivotal factor.

Some players prefer to play a straightforward game in which, once the alliances and enmities have been decided, they are inviolable for the duration of the game (though not necessarily between games). There is great pleasure to be taken in a good clean game, in which all players are true to their words; this is in keeping with the general open and honest spirit of BrikWars in general. On the other hand, some players find a much greater depth and richness in a game or series of games in which alliances can shift and treacheries can be sprung by surprise. Players should be sure to make clear which of these two types of games is being played, because a misunderstanding on this issue can ruin a game for unsuspecting players.

As a series of games progresses, players' unique senses of taste and design will come through in the shape of their forces. As their individual styles stabilize, they start to imagine the Civilizations from which their armies spring, and the ideals, attitudes, and important characters of those Civilizations. Once this starts to happen, diplomacy within the game become less and less about direct relations between the players and more and more about imagined relations between the Civilizations and the characters on the field. A single player might have multiple Civilizations with different tactical strategies, and several characters in each; as a history of interaction with other Civilizations and characters builds, each will begin to develop its own personality and opinions, sometimes in wildly opposite directions. All this role-playing nonsense is purely left to the discretion and imaginations of the players involved, unimpeded by any rules or limitations.

The End