

Chapter Seven: Structures

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

- Carl Jung

Chapter 7: Structures

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Field Construction

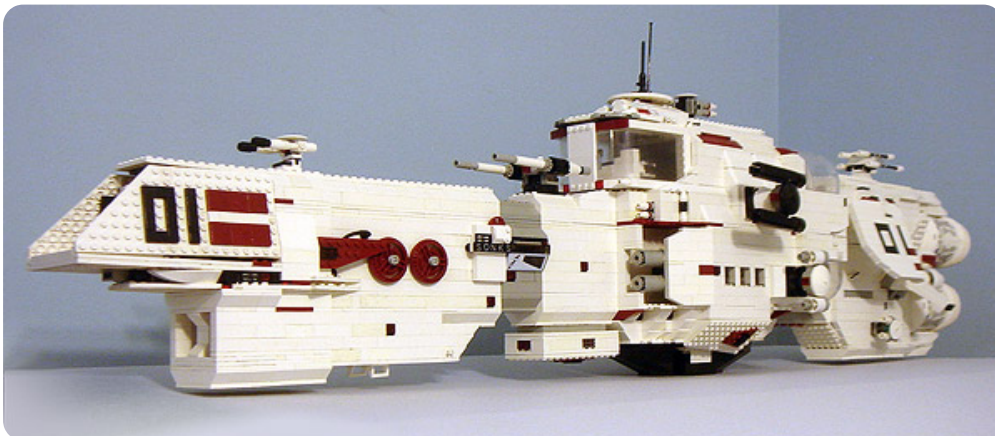
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Disassembly



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

Illustration: Evil Wayne McCaul



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

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

*Photo: Natalya
from "Assyrian Star Empire --
All Units"
Elements shown: LEGO*

There is no environment more dangerous to minifigs than the flat open field of an empty dining room table or hardwood floor.

This is not to discount the hazards offered by minefields, quicksand patches, black holes, and molten lava, but all they can threaten is simple mutilation or death. To the fighting minifig, a featureless plane is much more terrifying. Without strong points to exploit, choke points to control, dangers to avoid, and vistas to annihilate, minifigs face the overriding danger of becoming tactically disoriented, or worse, bored.

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

7.1: Structure

"Some scientists claim that hydrogen, because it is so plentiful, is the basic building block of the universe. I dispute that. I say that there is more stupidity than hydrogen, and that is the basic building block of the universe."

- Frank Zappa

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



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

*Photo: Shaun Sullivan
from "VersaillesPunk"
Elements shown: LEGO*

Structure vs. Surface Elements

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

Surface Elements

Any parts that are decorative, moving, have activated functions, or are otherwise not an integral

part of the main Structure are **Surface Elements**. Non-Structual Objects in the Structure's interior, such as furniture, security systems, or intestines, are also considered to be Surface Elements. Surface elements added for tactical functions are purchased as Weapons or Devices (*Chapter 8: Weaponry*); otherwise they are free, and great for adding color and interest to an otherwise humdrum and dreary battlefield.

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

Structural Attributes

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

Size

 To determine a Structure's **Size**, players take the physical model and measure the number of inches along the longest dimension of its Structural section. A wall's longest dimension is its length, a tower's is its height, a sphere can be measured across the diameter, and so forth. Players ignore Surface elements when making this measurement, and round fractions upward or downward according to preference. The number of inches measured is the Structure's Size rating.

A Structure's Size determines how many Weapons and Devices it can activate in a turn, how many times it can be damaged before it's destroyed, and its maximum Structure Level.

The variety of possible Creatures is limitless, but gauging their relative strength is as simple as measuring the lengths of their spinal column and cranium. Tails and jaws are excluded.

Elements shown: LEGO

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

Structure Level



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

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

*Photo: Shaun Sullivan
from "T.E.A.M. Rebirth"
Elements shown: LEGO*

Structure Levels

Structure Level	Armor Rating	Minimum Size	Equivalent Materials	Building Example	Vehicle Example	Creature Example
0	0	0"	glass, paper, soap bubbles	tent	hot air ballon	butterfly
½	1d6	½"	rope, drywall, plastic, flesh	plastic outhouse	hang glider	minifig
1	1d10	1"	wood, sheet metal, steel cables, kevlar	wooden outhouse	sports car	troll
2	2d10	2"	brick, log walls, wrought iron	brick outhouse	pirate ship	dragon
3	3d10	3"	concrete, stone, steel plating	castle	tank	stone golem
4	4d10	4"	heavy steel, reinforced concrete	nuclear bunker	capital starship	Olympian god
5	5d10	5"	adamantite, kanon	BrikThulhuminati pyramid	Dungam mobile suit	Human

As long as it's never greater than the Structure's Size, a Creation's Structure Level is entirely a judgment call on the part of the players. The Armor of a dragon, for instance, might be anywhere from 1d6 to 3d10 depending on its size, age, and type.

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

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

Base Cost

Base Cost: (Size" x Structure Level) CP

The larger and more heavily-armored a Structure is, the more it will cost. Once the Size and Structure Level have been determined, they're multiplied together to determine the Structure's **Base Cost**. A player must pay this many CP in order to build the Creation's central Structure.

Additional devices and abilities, such as Weapons ([Chapter 8: Weaponry](#)) and Propulsion systems ([Chapter 9: Vehicles](#)), must be purchased separately.

7.2 Taking Damage

"All created things are impermanent."

- Buddha

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

For a larger Creation, overcoming the Armor rating doesn't grant an instant kill. Depending on how large the Creation is, the Damage might only weaken it by stages or break off chunks of individual bricks.

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

General Damage

Targeting a Creation for **General Damage** doesn't take a lot of precision – the attacker just has to be able to target any part of its central Structure (7.1: *Structure*). This will often grant a nice bonus to the Attack Roll, since the attacker can take a Size bonus for however much of the Structure is visible to him (+1 bonus per 2" target Size; see 5.1: *Making Attacks*). If the attack strikes Surface rather than Structural elements of the Creation, it damages the Surface elements specifically rather than doing General Damage (see *Component Damage*, below).

Size Damage

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

Effective Size

A Structure or Device's **Effective Size** is what remains when its points of Size Damage have been subtracted from its actual, physical Size. When a Structure's effective Size is reduced to zero or less, it is destroyed.

When a Creation has taken Size Damage, the model remains the same physical size, but the Creation's **Effective Size** is reduced by one inch for each point of Size Damage. The Creation's abilities that are based on its Size are now limited by this new Effective Size instead. The Weapon Size Limit on the number of Weapons and Devices the Creation can activate during a turn (8.1: *Weapon Size*), the Creation's maximum Momentum Dice in a Charge Attack (9.5: *Collisions*), and the Creation's maximum Structure Level (7.1: *Structure*) are decreased to match the new Effective Size.

When a Creation's Structure Level is decreased by Size Damage, its Surface Elements and moving parts whose Structure Levels are relative to that of the main Creation are also weakened accordingly, to a minimum Structure Level: ½ and Armor: 1d6.

Additionally, if the Creation takes enough Size Damage to reduce its Effective Size to half its original Size or less, then the Creation moves at Half Speed.

Any positive advantages that might result from a smaller Effective Size, such as a decreased targeting bonus for attackers, are ignored. The Creation's Size as a physical target hasn't decreased, only its ability levels.

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

Size Damage Example: Super Heavy Death Tank

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

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

Size 14" SHDT Vindicator					
Size Damage	Effective Size	Structure Level	Armor	Movement	Power Limit*
None	14" (Actual Size)	4 (Full Strength)	4d10	Full Speed	28" (Full Power)
1	13"			Half Speed	26"
5	9"				18"
7	7"				14"
9	5"				12"
10	4"				8"
11	3"	3	3d10		6"
12	2"	2	2d10		4"
13	1"	1	1d10		2"
14	0"	Destroyed			



The SHDT Vindicator pushes aside lesser tanks as if they were built out of construction toys.

Photo: Apollyon from "Operation Blau" Elements shown: LEGO

* - A Structure can only activate as many Device and Weapon Inches in a single turn as twice its Effective Size (8.1: Weapon Size).

The first few points of Size Damage are enough to immediately start decreasing the Vindicator's attack capacity. At seven points of Size Damage, it's lost half of its Effective Size and is reduced to Half Speed. It takes eleven points of Size Damage before the SHDT's Effective Size is reduced below 4", causing decreases to its Structure Level and Armor.

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

Component Damage

When an attacker wants to focus damage on a Creation's particular weak point, he may single out an individual construction element for **Component Damage**. This takes a little more

accuracy than a General Damage attack - many elements are small enough to incur Attack Penalties for size, although a very few are still large enough to still confer a small bonus (5.1: Making Attacks).

If Component Damage exceeds the target element's Armor rating, then the element is chopped, smashed, or blasted off of the Creation. The attacker removes either a single building element or a chunk of bricks up to 1" in Size. Where possible, players should try to make the damage appropriate to the attack type – piercing armor plating with an energy blade makes a more precise cut than pounding it with mortar fire.

Never having been known for its sense of fair play, this Mega Bloks dragon aims for a particular weak spot while making a bite attack on its LEGO counterpart. Finer points of reptilian anatomy aside, it wouldn't be unreasonable for players to grant this attack a couple extra dice of damage or some especially crippling side effect.

Elements shown: LEGO, Mega Bloks

Explosives are especially satisfying when used for Component Damage, as they can potentially destroy a large number of Components in their blast radius at once.

One advantage of Component Damage is that the targeted sections can often have much lower Armor ratings than the Creation's main Structure. For most Creations, only the outer Structural shell uses the full Armor rating. The Structure Level of Surface elements, interior components, and exposed joints and hinges are one Structure Level lower than the main Structure (these can't be lowered below Structure Level ½ and Armor 1d6, however). Individual decorative features may have even lower Structure Levels as players feel appropriate.

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

Applications

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

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

Special Damage

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

Grinding

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

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

Overkill

Normally, points of Damage in excess of a target's Armor rating are ignored. If an attack is so powerful that the excess Damage can be effective in its own right, then that excess can be treated as **Overkill Damage**. Especially powerful attacks may cause enough Overkill Damage to inflict multiple points of Size Damage on the same target, destroy several Components all at once, or even blow through multiple targets.

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

*Photo: Eric Joslin
from "NELUG Gets Medieval"
Winners: a flock of sheep
Elements shown: LEGO*

12 points of Damage is enough to kill multiple minifigs if they all happen to be standing in the line of fire.

12 Damage kills the first minifig. After overcoming his 4 Armor, 8 points of Overkill Damage remain.

8 Damage kills the second minifig. After overcoming his 4 Armor, 4 points of Overkill Damage remain.

4 Damage is enough to match the third minifig's Armor but not defeat it. The remaining minifigs survive.

When an attacker makes a successful attack and decides to go for Overkill, he keeps track of the total Damage inflicted and the defender's unsuccessful Armor Roll against it. After applying the appropriate Damage destruction from the initial attack, he then subtracts the result of the Armor Roll from the Damage done to find out how many points of Damage were "left over." This new total becomes Overkill Damage, and continues in the path of the original attack, doing more of the same type of damage (either General or Component Damage) to whatever objects it hits.

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

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

Best of all, if General Overkill is enough to destroy the initial target, or Component Overkill is enough to blast right through it, then the Overkill Damage may continue out the other side as **Target Overkill** to strike whatever new targets fall along its path. Target Overkill travels in a straight line determined by the direction of the attack and where it struck the target, and is limited by the range of the attack - a battleaxe is limited by the maximum reach of its swing, a laser blast by its maximum linear range, and a Charging bull by the maximum distance it's able to run in a straight line.

When the attacker wasn't specific about which part of a target he was aiming for, assume that the attack struck the closest, largest part of the target - the center of a minifig's torso rather than the brainpan or groin, for example.

If the attack location was too-Koincidentally chosen so that the Overkill Damage would happen to hit a target or component the attacker couldn't have known was there, that's in pretty poor taste. It's one thing to fire at a vehicle cockpit and happen to hit the pilot; it's another to fire at the one spot on a blank wall that happens to have a security guard on the other side. In cases of obvious metagame shenanigans, the defending player can declare by fiat which location on the target was struck by the attack, and then kick the attacking player in the shin.

When Target Overkill threatens to strike units positioned behind the original target, they can attempt to Bail or Parry the attack as usual.

7.3 Field Construction

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

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

Action.

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

Carrying Items

A minifig's ability to assemble Structures is limited only by his ability to gather building elements together.

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

The hardest part of assembling Structures in the field is collecting the construction elements in the first place.

If minifigs work together to combine their strength, they can add their Sizes together to combine their carrying capacity.

As a more general rule, a Creation with the ability to carry things can pick up and carry an object its own Size at no cost, and push or drag an object twice its Size at Half Speed. If a Size 0" Vermin is able to carry objects, it can carry one minifig equipment item at no penalty, or two equipment items at half speed.

The Mechanik

[\(Download the Mechanik card\)](#)

"Engineers are all basically high-functioning autistics who have no idea how normal people do stuff."

- Cory Doctorow

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

The Construction Action

When constructing elements into new Creations or modifying existing ones, Mechanik are free

to attach a loose brick here or there during their turn like any amateur. For the really big jobs, though, they need to declare a **Construction Action** and abide by union rules.

UNION RULE 1

Mechanix don't collect their own bricks.

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

In the hands of a skilled Mechanik, the common brick becomes a thing of wonder.

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

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

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

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

UNION RULE 2

Mechanix don't work on their own turns.

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

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

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

Field Constructions

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

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

Two disguised United Systems Alliance Mechanix bluff their way into a Trattorian maintenance shaft by pretending to have doctorates in Plumbing Studies.

Photo: Silent-Sigfig from "The Jackpot" Elements shown: LEGO

Field Constructions	
Size	The physical size of model, in inches
Armor	Structure Level ½ / Armor 1d6
Move	2" per Propulsion element
Weapons	by Size and type



Size - see 7.1: Structure

The **Size** of a Field Construction is measured the same as for any other Creation - decide which parts are Surface Elements, and measure the core Structure along its largest dimension. The number of inches in this measurement is the Construction's Size.



Armor - see 7.1: Structure

Field Constructions start with **Structure Level ½** and **Armor 1d6**. Mechanix can increase their sturdiness later through Patch Repairs.

Move - see Chapter 9: Vehicles

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

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



Weapons - see Chapter 8: Weaponry

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

limitations for how many Weapons a Structure is able to use at the same time.

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

- **Appropriate Parts**

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

- **Context Consistency**

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

- **Player Hardassness**

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

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

Patch Repairs

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

- Douglas Adams

When a Creation takes Component Damage and a couple of chunks are blasted off, it's a simple matter for a Mechanik to gather them up and slap them back into place. Like any Field Construction, the repaired Components are built with Structure Level ½ and 1d6 Armor, but otherwise behave exactly as they did before.

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

A Patch must be one continuous construction attached to the surface of the Creation for the entire length of the Patch - sections of a Patch not directly attached to the surface have no effect. As a result, Patches can never be longer than the Creations they're built on.

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

won't reverse its effects, and other Patches can be built on top of it.

Repairing Size Damage

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

Size Damage Repair Example: Red Rocket

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

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

Reinforcing Armor

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

Armor Reinforcement Example: Wrecked Catapult

***Example:** A medium-sized catapult (Structure Level 2, Size 4") has taken two points of Size Damage, and then, adding insult to injury, the enemy has used Component Damage to separate the rear section of the catapult completely. The remaining front section has a new Size of 3" and inherits the two points of Size Damage, reducing it to an effective Size of 1". This is not enough to operate the 4" Launcher arm, or for its Structure Level of 2; it's reduced to Structure Level 1 (Armor 1d10) and the Launcher is deactivated. The separated rear section has a Size of only 1", and also inherits the two points of Size Damage, reducing its effective Size to less than zero. It's destroyed completely.*

A Mechanik arrives on the scene and declares a Construction Action for Patch Repairs. His Construction Radius roll is high enough to give him access to all the pieces of the destroyed rear section, so he has plenty of parts to work with.

He starts by building a 2" Patch on the surface of the catapult. This is enough to repair the first point of Size Damage, raising the Effective Size to 2" out of its 3" of actual Size. The catapult can activate its Launcher, and it's returned to its original Structure Level of 2 (2d10 Armor).

Since the Mechanik has parts and time left over, he decides to build another Patch to repair the second point of Damage. This one needs to be a 3" Patch, to raise the front section's Effective Size back to its actual Size of 3". Besides repairing the Damage, this new Patch is large enough to raise the catapult's Structure Level to 3 (Armor 3d10).

Disassembly

"To build may have to be the slow and laborious task of years. To destroy can be the thoughtless act of a single day."

- Sir Winston Churchill

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

Rather than building or repairing a Creation, Mechaniks can use a Construction Action to

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

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

Disrupting Disassembly

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

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

Living creatures tend to fight back or run off when you try to Disassemble them, making it hard to get any work done.

Lt. Krus avoids this difficulty by making sure his Peach prisoners are properly restrained before harvesting their skeletons for throne-building.

Photo: Lt. Krus
from "Project Awesome"
Elements shown: LEGO

Yellow Castle 375

In the 1,978th BrikVersal Rekonstruktion, the ancient Royal empire perfected the art of hinged castlery with the construction of their royal fortress, Yellow Castle 375. While the fates and possible yellowness of the previous 374 castles have been lost to history, Yellow Castle 375 remained the unchallenged pinnacle of castlebuilding for generations to come, until its fade into obscurity and final mysterious disappearance in BR 1,983.

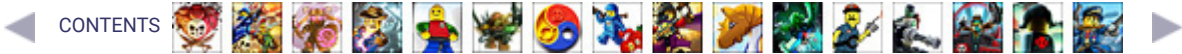
Under the rule of the Yellow King, four virtuous and noble bloodlines joined together to form the Sticker Knights: the Order of the Crowns, the Order of the Rays, the Order of the Clover, and the Order of the Hazard Stripes. Tasked with enforcing Yellow purity throughout the kingdom, their crusades of implacable ethnic cleansing left no survivors. If there had been peach-colored minifigs in the world then, as there are today, no evidence now remains.

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

In ages since, rumors and sightings of Yellow Castle in far-flung and mist-shrouded frontiers have been reported from pirates, fugitives, and remote explorers; none have been substantiated. It is believed that Yellow Castle will

*one day return in glory to restore the true King and heir to the Yellow Crown.
Until then, the noble bloodlines descended from the Royal source are fractured
and vie for supremacy and familial bragging rights.*

(BrikWiki entry: [Yellow Castle](#))



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