

Chapter Eight: Weaponry

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

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



Even without weapons platforms to mount them on, the Immortals' Terrorkhan units arrive with a complement of siege-level weapons to set up offensive field emplacements.

*Photo: Warhead
from "Immortal Empire Forces: Units, Vehicles, Weapons'n'shit"
Elements shown: LEGO*

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

8.1: Weapon Size

↔ As with Structures and everything else of real importance, Weapons are classified according to their Size in inches (*7.1: Structure*). At a **Weapon Size** of one inch or less, a Weapon is equivalent to what you might find in the hands of a minifig. However, as Size increases, so do the Weapon's stats – every statistic is multiplied by or added to the Weapon Size.

Weapons					
Weapon	Cost	Use	Range	Damage	Notes
<i>Note: Size refers to inches of Weapon Size, the natural basis for all Weapon stats.</i>					
Close Combat Weapons					
Melee Weapon	(Size x2) CP	(Size +1)	CC	(Size) x Skill die	-
Melee Shield	(Size) CP	(Size x2)	CC	(Size) x Shielded Parry	Parry or Shove only
Ranged Weapons					

Gun	(Size x3) CP	(Size +2)	(Size x4) +2"	(Size) d6	-
BlastGun	(Size x3) CP	(Size +1)	(Size x2) +2"	(Size) d8 - (distance)	1 Firing Arc no Auto Penalty Target Size modifiers affect Damage
MachineGun	(Size x4) CP	(Size +2)	(Size x3) +2"	(Size) d6	-1 Auto Penalty per Arc or Burst may require Reload
FlameThrower	(Size x3) CP	(Size +1)	(Size x2) +2"	(Size) d4 Fire	min. 1 Firing Arc -1 Auto Penalty per Arc Target Size modifiers affect Damage
Launcher	(Size x3) CP	(Size x2)	(Size x6)"	(determined by Payload)	max Payload Size of ½ (Size)" max Explosive Size of (XSize)
Explosive Weapons					
<i>Note: XSize is a special size rating used for Explosives, which are measured in construction bricks rather than inches.</i>					
Explosive	(XSize) CP	*	*	(XSize) d10 Exp	* ranged stats determined by Launcher, if any
Rocket	(XSize x2) CP	(XSize x2)	(XSize x6)"	(XSize) d10 Exp	-
Armor					
Armor Plating	(Size +1) CP	-	-	area is Shielded	No aerial flight or alternate forms of Movement Half Speed

Weapon Size Example: The Ripper Blade

Example: Cobbling together war machines to defend their swamp and kin, Bayounix take standard weapons and (BAM!) kick them up a notch. Thanks to a discarded hacksaw and a wildly incorrect glasses prescription, a Bayounik man is inspired to forge a vicious Ripper Blade.



After selecting and measuring the appropriate Bayounikal element for the blade, the player

may choose to make it anywhere from a Size 3 to a Size 5 Melee Weapon, according to how he or she fudges the measurement.

Element shown: LEGO

Splitting the difference, the player arbitrarily picks a Weapon Size of 4. Where a standard Hand Weapon has stats of Cost:2CP Use:2 Damage:1 Skill die, his Size 4 Melee Weapon now has stats four times more awesome. It costs 8CP, has a Use rating of 5, and does 4 Skill dice of Damage.

Because Weapon Size increases the Use ratings along with the Damage, the highest-damage weapons are most effective against the largest targets; small targets like minifig troops are hard to hit with high-Use Weapons. Contrarily, high-accuracy small arms are most effective when used against minifig targets, since their Damage isn't high enough to pose a real threat to larger Creations.

Explosive Size

While full inches are the standard of Size measurement for all other types of Weapons in BrikWars, Explosives are measured on a much smaller grain. This exception is made so that Explosives can be small enough to throw as hand grenades or launched out of Launchers of matching size. **Explosive Size (Xsize)** is measured by the number of bricks (or roughly brick-sized elements) used to construct an individual Explosive, rather than by inches.

In game terms, measurements of Explosive Size are treated exactly the same as inches of Weapon Size when counting against a Creation's Power limit.

KnockBack

Whenever a larger Weapon hits a smaller target, it causes **KnockBack** similar to a Collision or Explosion, regardless of whether the target survives the damage.

Any time a Weapon is larger than the Size of a target it strikes, the target is Knocked Back one inch for every inch of difference between the Weapon Size and the target's Effective Size, with the usual potential for being Disrupted as a result.

For large Explosives, the KnockBack from the large Weapon Size is replaced by the KnockBack from the Explosion Damage.

Hand-Held Weapons

When Weapons are carried in a Creation's hands (or the equivalent), rather than mounted directly to the Creation itself, they are subject to some of the same limitations as minifig weapons.

On the Minifig Weapons table ([Chapter 3: Minifig Weapons](#)), a minifig's Short (S) Weapons (the Hand Weapon, Shield, and Short-Ranged Weapon) have the stats of Weapons of Weapon Size 1", while the Long (L) weapon (the Two-Handed Weapon) is roughly equivalent to a Weapon of Weapon Size 2" (with some extra penalties to account for the fact that Two-Handed Weapons are often longer than 2" in reality).

The stats for Minifig-Sized (M) weapons (the Heavy Weapon and Long-Ranged Weapon) don't have such close equivalents, falling somewhere in between the two Weapon Sizes. These hand-and-a-half **Bastard Weapons** give minifigs some needed tactical variety in the Core Rules, and the new weapon types introduced in this chapter also have minifig Bastard versions.



It's a coin toss whether he'll hit you with the Shotgun or the chainblade first. General William Two-Face Tecumseh Sherman likes things up close and personal - face to face to face.

*Photo: Silent-Sigfig
from "Operation: HEAVY METAL"
Elements shown: LEGO*

Minifig Bastard Guns					
Weapon	Cost	Use	Range	Damage	Notes
Long-Ranged Weapon (M) <i>Bastard Gun</i>	5CP	3	10"	1d6+1	<i>Two-Handed</i>
ShotGun (M) <i>Bastard BlastGun</i>	4CP	3	6"	1d8+1 - (distance)	<i>Two-Handed 1 Firing Arc, no Auto Penalty Target Size modifiers affect Damage 1" KnockBack to minifigs or smaller</i>
AutoGun (M) <i>Bastard MachineGun</i>	6CP	3	8"	1d6+1	<i>Two-Handed -1 Auto Penalty per Arc or Burst may require Reload</i>
FlameGun (M) <i>Bastard FlameThrower</i>	4CP	2	5"	1d4+1 Fire	<i>Two-Handed min 1 Firing Arc -1 Auto Penalty per Arc Target Size modifiers affect Damage</i>
Bazooka (M) <i>Bastard Launcher</i>	4CP	3	8"	(determined by Payload)	<i>Two-Handed max Payload Size of 1" max Explosive Size (xs) of 2</i>

For larger Creations using hand-held Weapons, as with minifigs' weapons, the Weapon Size is compared to the Size of the Creation. A Weapon up to the Creation's Size is considered Short (S), up to one-and-a-half times its Size is a Bastard Weapon (M), and up to twice the Creation's Size is Long (L).

Large Hand-Held Weapon Equivalents			
Weapon Category	Short (S) <i>1xSize"</i>	Bastard (M) <i>1.5xSize"</i>	Long (L) <i>2xSize"</i>
Close Combat Weapon	use as Hand Weapon <i>one-handed</i>	use as Heavy Weapon <i>one- or two-handed may be paired with Melee Shield</i>	use as Two-Handed Weapon <i>two-handed cannot Sprint or throw weapon</i>
Ranged Weapon <i>limit one</i>	use as Short-Ranged Weapon <i>one- or two-handed</i>	use as Long-Ranged Weapon <i>two-handed</i>	<i>Not Allowed</i>

Power Limits

Weapon Size also limits the number of Weapons a Creation can operate during a turn. A Creation has enough **Power** to activate and use as many inches of Weapons and devices as twice its own Size (or twice its Effective Size, if it's taken Size Damage (7.2: *Taking Damage*)). The Creation can be loaded with as many extra Weapons as its player is willing to pay for, but on any single turn it can only use a selection of them that fits within this Power limit.

The Power of certain types of Creations are limited even further. Creations flying in the air (rather than in space or with antigravity) have Power limited to their own Size in Weapon Inches (although they may return to the regular Power level of twice their Size while on the ground). Size zero Creations have enough Power for a single Hand Weapon or the equivalent, at most.

Power Limit Example: Scorpiosaurus Rex

Example: With ratings slipping against sleeker, sexier velociraptor upstarts, Scorpiosaurus Rex is trying to regain popularity with a bionik makeover.

The Scorpiosaurus Rex is a Size 3 Creature, giving him enough Power to activate 6" of Weapons in a turn. He adds decorative steel plating to his one-inch Claw Blades, and upgrades his scorpion tail to a five-inch BioStinger. With 6" of Power, he can either attack with the stinger and one claw ($5" + 1" = 6"$), or with his two claws ($1" + 1" = 2"$) in a given turn. He can't attack with all three in the same turn, because their sizes added together ($5" + 1" + 1" = 7"$) is greater than his Power limit of 6."

If Scorpiosaurus Rex takes a point of Size Damage, his Effective Size will be reduced to 2", bringing his Power limit to only 4" per turn. Because the stinger is larger than this limit by itself, he no longer has the strength to use it (unless he Diverts All Power), and is limited to using his two claws only on any normal turn.



Elements shown: LEGO

Gathering Power

"Great acts are made up of small deeds."

- Lao Tzu

As long as Weapons and Creations are well-matched in the design stage, Weapon Size rarely becomes an issue. However, there are times when a single weapon becomes **Too Big** for its Creation to activate it, either because the Creation's Effective Size has been reduced by Size Damage (7.2: *Taking Damage*) or because the player who originally built the weapon was too busy being awesome to care about Power limits.

The first option for a Creation that wishes to fire a weapon that's Too Big is to **Divert All Power**. As a Full Round Action (4.2: *Action*), a Creation can "save up" its Power over multiple turns. The Creation can't move, activate any Weapons or devices, or take any other Action on a turn on which it's Diverting All Power (apart from cosmetic devices to indicate its powering-up sequence - a Freud-Class Siege Tank can plant hydraulic support stabilizers and elevate the extending cannon into artillery mode, for example). On the following turn, the Creation may immediately add the extra Power it saved from the previous turn (or turns) to its regular Power supply in order to meet the Power requirement of a single weapon or device.



The MAOX's experimental siege mech "Nimrod" suffered from unresolvable balance issues, thanks to its epic Size 7" über-minigun.

Photo: BFenix
from "MAOX 'Nimrod' HWM7"
Elements shown: LEGO

Creations can Divert All Power to build up to an attack with an oversized Melee Weapon, but this works better on stationary targets than moving ones. Even with a possible Angry Inch, it's easy for a target to casually wander just out of range of a swing before the Creation finishes powering up.

Recoil

The recoil from firing a gun that's Too Big may cause an inch of KnockBack to the Creation for every two inches of Weapon Size (5.4: Charge!). Creations that start with guns that are Too Big are designed in such a way that the recoil will push them backwards without knocking them over, but a jury-rigged gun, or one that becomes Too Big due to Size Damage on the Creation, has the potential to upend it.



Under the strictest interpretation of the rules, Gunners atop the main turret aren't able to fire the .50 caliber machine guns if the M1 Jackson needs to Divert All Power.

Depending on how flexible the players are willing to be, they might Fudge the rule to say that the machine guns are mounted on independent Small Turrets and require no Power from the tank, as long as they're being operated manually.

*Photo: Valiant
from "Evening Maintenance"
Elements shown: LEGO*

The second means of employing a Too Big weapon is to bring a team of friends to help out. This is most often seen when a group of minifigs use **Teamwork** to manually operate a weapon too large for any of them individually, like swinging a battering ram, tossing a boulder, or winding the crank on a catapult. Creations using Teamwork add their Effective Sizes together for the purpose of satisfying the weapon's Size requirement. If a Skill roll or throwing Range is required, the lowest-Skilled unit makes the roll and the lowest-Ranged unit determines the Range.

Depending on the type of power source required, vehicles or magic-powered constructs can sometimes also use Teamwork to help power a weapon - but unless they're specially designed for it, this may require a What I Say Goes roll and some jury-rigging from a clever Mechanik with a proper set of jumper cables.

For the rare weapon that's so Too Big that neither technique is enough by itself, groups of Creations can Divert All Power *and* use Teamwork at the same time. In either case, the participating Creations should be able to provide the appropriate type of power - a medieval

knight can't use muscle strength to help power a lightning cannon, any more than hooking that knight up to a car battery would help him swing a bigger sword (although the latter example is really worth testing a few times, just to be sure).

The Heavy

Heavy



SPECIALTIES

Compensating

COST

6CP

Skill

1d6

Move

4"

Armor

5

Heavy

Sk: 1d6 Mv: 4" Ar: 5

Regular Insecure minifigs are jealous of Officers and Heroes. Petty and pedestrian grudges like these aren't enough to satisfy a Heavy, whose epic deep-seated Insecurity leads him instead to be jealous of tanks. For issues like his, even the biggest gun a minifig can possibly carry isn't big enough, and so he carries a gun one size bigger.

Compensating (+1CP):

As long as he doesn't move during his turn, the Heavy has the ability to fire or swing weapons an inch larger than minifigs are normally allowed.

Heavies normally use this ability to carry and fire Size 2" Ranged Weapons of various types, but Compensating applies to hand weapons as well - the Heavy can swing Heavy Weapons as if they were Hand Weapons, Two-Handed Weapons as if they were Heavy Weapons, and 3" Melee Weapons as if they were Two-Handed Weapons.

The Heavy may not Bail, use Angry Inches, or use any other form of movement while Compensating.

(Download the Heavy card)

Turrets

Turrets			
Turret Size	Cost	Max Power	Notes
Small Turret (S)	1CP	2 Weapon Inches	No Sprinting if carried; one turn to Set Up with Weapon
Large Turret (M)	1CP	4 Weapon Inches	Half Speed if Carried; one turn to Set Up with Weapon



A squad of Noxarian Infantry uses machine gun turrets to calm an agitated civilian.

Photo: BrickSyd
from "Mounted Machine Gun and Building!"
Elements shown: LEGO

Most minifigs and Vehicles abide by the agreement (an unspoken agreement, since most Vehicles can't speak) that minifig Weapons are for minifigs, and Vehicle Weapons are for Vehicles. There are occasional contrary-minded minifigs who refuse to play along, however, and insist on hauling around Weapons that are too big for them. For normal minifigs, this means hauling a portable **Turret** into position in the field, and trying to keep that position secure long enough to set up the Turret and Weapon to lay down fire.

A standard Turret costs 1CP, measures 1" in Size and can mount a Size 2" Weapon. (Larger Turrets are occasionally seen, and are purchased as regular Creations of the appropriate Size.) For minifigs hauling Turrets and Weapons into position, remember that a single minifig can haul a 1" object at regular speed (although they can't Sprint), or a 2" object at Half Speed (7.3: Field Construction).

Once in place, whether the Turret and Weapon were transported separately or already attached, it takes a Full-Round Action for the Turret to be properly **Set Up**. Once Set Up, the Turret is stationary and the Weapon may be fired normally starting on the following turn. It doesn't take an Action to pick up the turret, move it, or detach the weapon, but if the Turret is moved or

knocked over then it must be Set Up all over again before it can be fired.

Compensating

Compensating Specialty: **Cost:**+1CP; can use Weapons 1" larger than normally allowed when standing still

Occasionally, a minifig arises with the physical might (or mechanical augmentations) to act as his own Turret, able to carry and fire Vehicle Weapons by hand. While this ability may seem to be the purview of Heroes, the **Heavy** is usually supporting cast, using his extra firepower to show just how tough an enemy is before a Hero swoops in for the kill steal.

Thanks to the Heavy's ability for **Compensating**, a Heavy can use Weapons (and resist Shoves) as if he had a Size of 2" rather than the 1" of most normal minifigs, but only as long as he's standing still. This gives him the ability to lift, operate, and throw objects twice as large as a regular minifig might. Most Heavies use their Compensating ability to wield a Size 2" MachineGun, BlastGun, or other type of Ranged Weapon, but Compensating works on Melee Weapons as well. A Heavy can wield Heavy Weapons as if they were Hand Weapons, Two-Handed Weapons as if they were Heavy Weapons, and Size 3" or 4" Melee Weapons as if they were Two-Handed Weapons.

The disadvantage of Compensating is that the Heavy can't fire his oversized guns and hand weapons unless he has both feet planted firmly to the ground. On any turn in which the Heavy runs, jumps, Bails, uses an Angry Inch, or engages in any other type of Movement, he can't use the extra Compensating inch, although he may still take normal Actions like a regular Size 1" minifig.

8.2: Basic Weapons

Close Combat Weapons

Melee Weapon: **Cost:**(Size)x2CP **Use:**(Size)+1 **Range:**CC **Damage:**(Size)xSkill die
Melee Shield: **Cost:**(Size)xCP **Use:**(Size)x2 **Range:**CC **Armor:**(Size)xArmored Parry **Shove:** (Size)x2"
(see 5.2: Close Combat)

The functions of Close Combat Weapons are easy to scale upwards with Size. Giant swords and the like are just like the minifig versions with larger numbers attached; a Creation with a Close Combat weapon uses it to whack at targets the same way a minifig does. However, Creations are not always able to participate fully in the back-and-forth attacks of formal Close Combat. There are specific conditions under which Creations may have their abilities limited.

- **Mindless:** Unlike independent Creatures, a Creation being piloted by an Operator lacks the necessary reflexes to Counter attacks, unless the Operator has the Piloting Specialty (*H.2: Riding a Horse*).
- **Too Big:** Larger combatants lack the reflexes to Counter against opponents much smaller than themselves. A Creature or Pilot-operated Creation can Counter against an opponent with half its Size rating, but no smaller. Only a Size 0 Creature can Counter against another Size 0 Creature.



Representing the height of weaboo technology, the Oni is the heaviest armored suit in the Nipponian arsenal. The suit packs dual flamers, the MechSlayer cannon, and a heatbeam eye, but its greatest weapon is the giant OT-powered Warsword.

Photo: Zahru II
from "Nipponian Battle Armor"
Elements shown: LEGO

A larger attacker's Shoves and Grabs on a non-stationary target are not Automatic Hits if the target is smaller than half its Size. The attacker must make an Attack Roll with a Use Rating equal to the Size of the arms it's Grabbing or Shoving with.

- **Too Small:** Creations can only Shove targets their own Size or smaller, and Shoves from larger Creations are Parried at -2 for every inch of Size difference. In order to Shove targets larger than themselves, Creations have to team up, adding their Sizes together in a Combined Attack.
- **Unmoving:** Creations without some kind of obvious leaping ability cannot use an Angry Inch when making attacks.

Parrying

While the Use ratings of **Melee Weapons** go up fairly slowly as they get larger in Weapon Size, large **Melee Shields** become unwieldy much faster. However, the benefits can be great - a successful Parry with a Melee Shield adds multiple levels of Shielded status equal to its Weapon Size, potentially negating multiple dice of Damage all at once and rendering many attacks meaningless. A successful Parry with any other type of Melee Weapon, no matter how large, provides only one level of Shielded status.

A Parry can be thought of as a type of Close Combat Attack against an incoming weapon, and attempts to Parry against larger weapons benefit from the standard Attack Bonus for Target Size: +1 to Skill for every 2" in the Weapon Size of the weapon being parried (5.1: Making Attacks). Except for Shields, a Parry with even the largest Melee Weapon still only provides one level of Shielding.

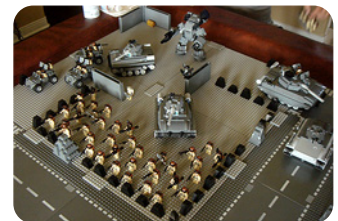
As with minifig weapons, a critical failure on the Parrying Skill Roll, or a regular failure in which the Parrying weapon is half the attacking weapons's Weapon Size or smaller, will result in the Parrying weapon being knocked out of the defender's hands and directly away from the attacker for a number of inches equal to the Attack Roll.

Ranged Weapons

Gun: Cost:(Size)x3CP Use:(Size)+2 **Range:**((Size)x4)+2" **Damage:**(Size)d6
(see 5.3: Ranged Combat)

To make a Ranged attack, a Creation must be able to point its weapon at its target. The aiming doesn't have to be perfect, however - players are allowed to fudge the angle by up to forty-five degrees. Both the firing angle and the weapon Range are measured from the end of the weapon barrel. (Building a telescoping barrel to take advantage of this fact is perfectly legal as well as Freudially satisfying.)

Players can mount a Creation's weapons onto any type of turret, hinge, or arm to cover a wider firing arc. This has no extra cost, but remember that any hinges, joints, or other moving attachment points are "weak points" armored at one Structure Level lower than the rest of the Creation (to a minimum Structure Level of ½) (7.1: Structure).



RoC77's 45th Union knows how to deploy their firepower where it'll do the most good. Jeep-mounted gunners are positioned to outmaneuver and strike at lightly-armored Vol forces, while the tanks take the opposite flank to face the heavier vehicles and emplacements of the Assyrian Star Empire.

*Photo: Natalya
Models: RoC77
from "The Peach Massacre of G.R.
2,010"
Elements shown: LEGO*

Armor Plating

Armor Plating: Cost:(Size)+1CP **Effect:**+Shielded to area **Notes:**No aerial flight or alternate movement; Half Speed
(see 3.3: Bodily Protection)

Sections of **Armor Plating** can be used to protect some or all of a Creation, granting a level of Shielded status to whatever area it covers. This protection comes at a cost to the Creation's mobility, however - the added weight of even the smallest patch of Armor Plating makes many types of movement impossible, and the Creation is permanently at Half Speed for as long as the Armor Plating is attached.

Other than moving backwards, a Creation with Armor Plating cannot engage in alternate movement types that would normally reduce its Propulsion type to Half Speed (9.1: *Standard Propulsion*). Armor Plated Creations cannot engage in aerial flight, although spaceflight is allowed. They also cannot jump, although they can be dropped from orbit or launched from Launchers instead.

Attackers firing at an Armor Plated Creation should specify which part of the Creation they're attacking. Unless they are careful to specifically target an un-Armored section, their attack will Koincidentally hit any section of Armor Plating that is visible and within range, no matter how small or unlikely.

Armor Plating is not counted against a Creation's Power limit.

8.3: Automatic Weapons

"Whoever said 'the pen is mightier than the sword' obviously never encountered automatic weapons."

- General Douglas MacArthur

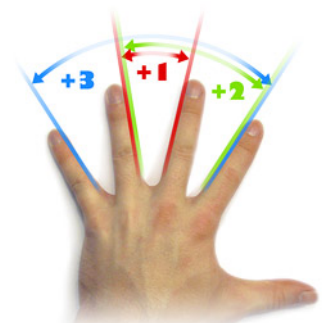
Automatic weapons are a special kind of Ranged Weapon that can be fired in a **Firing Arc**, spraying a whole area with projectiles, or in a **Burst**, spraying a whole area's worth of projectiles at a single target. Larger Firing Arcs and Bursts have the potential to do much more damage, but quickly become much less accurate due to cumulative Attack Penalties known as an **Auto Penalty**.

Firing Arcs

Rather than mess around with clunky protractors and drafting tools, BrikWars measures angles the old-fashioned way: using players' fingers. To measure angles of **Firing Arc**, a player holds his hand out with palm flat to the table and fingers outstretched, with his knuckles placed roughly over the attacking end of the weapon being fired. Each space between fingers adds +1 to Arc.

As long as the fingers are evenly spaced, players can measure Arc between whichever set of fingers they find most convenient. By convention, however, a +1 Arc is best measured between the middle and ring fingers, a +2 Arc between the index and ring fingers, and a +3 Arc between the index and pinky fingers. These tend to give the most uniform angles.

Larger Arcs rarely come into play. If they do, rather than incorporating thumbs, it's easiest to measure a couple of regular-sized Arcs and combine them (e.g., a +4 Arc is just two +2 Arcs laid next to each other).



Players may try to fudge an angle by not holding their palm flat and parallel to the table surface. If this happens, smash their hand with a hammer or large rock until it's flattened to the proper orientation.

Elements shown: digits

There will be some variation between the fingers of different players. As with everything else in BrikWars, the players who are most flexible will have the advantage.

Arc Fire

When weapon fire sweeps over an area because of either continuous fire (in the case of MachineGuns and FlameThrowers) or blast spread (in the case of BlastGuns), this is an **Arc Fire** attack.

Every target within the attacker's Firing Arc receives a single attack from the weapon, and missed shots are ignored. Larger targets suffer an extra attack for each point of the Firing Arc they span completely.

Because an Arc attack comes from filling an area with a field of projectiles, modifiers for cover and Target Size not only affect the Skill Roll for the attack, but also the Damage inflicted. Large and small targets within the cone of fire catch larger or smaller portions of the Damage flying through the air. (For the purpose of determining the bonus for a large target, only consider the portion of the target within the firing cone.)

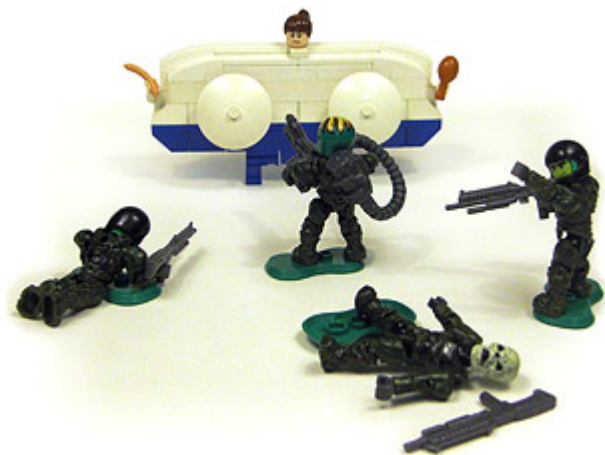
MachineGuns and FlameThrowers firing in an Arc receive an Attack Penalty known as an **Auto Penalty**. For each point of Firing Arc in the attack, the attacker receives a cumulative -1 to Skill when making the attack - with a larger Firing Arc, there is less chance that any individual shot will hit its target. BlastGuns, by contrast, have a fixed Firing Arc of 1 and have no penalty from Arc size.

Arc Example: Your Mom

Example: In order to save the world's dwindling supply of fried chicken and sausages, soldiers have been sent back from the future in an attempt to curb Your Mom's caloric intake. The flamethrower trooper prepares to open fire on her from a short distance away, spraying burning plasma across her corpulent frame with an Arc of 2.

When the troopers' player splays fingers to measure the Firing Arc, Your Mom is so fat that she spans the entire Arc between the index, middle, and ring fingers. The flamethrower trooper will attack her once because she's in his Firing Arc, and twice more for the two full points of Firing Arc that she spans, for three attacks total. A smell like frying bacon is strongly expected.

Your Mom is so fat that the trooper also gets a +2 Target Size Bonus to the attack, because her giant belly is over four inches wide. For Arc attacks, Target Size modifiers affect Damage as well as Skill, so the trooper's -2 Auto Penalty is canceled out and he makes the three attacks with +2 Damage each.



Elements shown: LEGO, Mega Bloks

Missed shots in Arc Fire are not tracked like other Ranged Attacks (5.3: [Ranged Combat](#)). Attack Rolls for Arc Fire aren't tracking individual shots, but rather whether or not any out of the whole group of shots happened to be fired in that specific direction.

BlastGuns

BlastGun: Cost:(Size)x3CP Use:(Size)+1 Range:((Size)x2)+2" Damage:(Size)d8-distance Notes: 1 Firing Arc, no Auto Penalty, 1" KnockBack to minifigs

BlastGuns are the simplest of the Automatic Weapons, and are only Automatic in the sense that

they fire a large number of shots in a single blast. Buckshot, grapeshot, and flechette rounds are the most common examples, but Blast-type effects can also be seen in weapons like sonic cannons, chaff launchers, and exploding alien seed pods.

A BlastGun always fires with a fixed Firing Arc of 1, and though its blast is powerful at short range, the shots disperse and do less Damage to targets further away. For every full inch between the target and the end of the BlastGun barrel, the Damage to that target is reduced by one, to the point that more distant victims might not take any Damage at all.

Minifg-sized or smaller targets that take any Damage from a Shotgun blast are automatically Knocked Back one inch.



This swordsman uses hummus and irritable bowel syndrome to create an impromptu Blast attack.

Photo: Tzan
from "Tribal Undead"
Elements shown: LEGO

BlastGun Example: Shotgun Wedding



Elements shown: LEGO

Example: Old Man Grundy has had enough of Wooyang constantly impregnating his daughters! He's tracked down the notorious rake and hauled him in for an old-fashioned Shotgun quadruple wedding.

Grundy's itchy trigger finger means that Wooyang had better follow through; if the old man senses any hesitation he's likely to forget that his daughters and grandchildren (and the parson) are also in the cone of fire.

Using spread fingers to check the Shotgun's automatic Firing Arc of 1, it seems that red-headed Chastity and her baby will be outside the edge of the blast zone if the Shotgun goes off, but everyone else has positioned themselves much less wisely.

Constance and her baby are within the first inch of range. Constance stands to take a full 1d8+1 Damage, while her baby takes 1d8 (-1 Damage due to small Target Size). Wooyang is an inch away, dropping the Damage to a still-deadly 1d8.

Prudence and her twins are two inches away, reducing the potential Damage even further to 1d8-1. Between Constance's baby and the baby in her own left hand, Prudence has 1/3 cover from babies, reducing her risk by -1 to 1d8-2. Her left-hand baby is fully exposed, but is also at -1 to Damage due to small Target Size. Her right-hand baby is safely shielded from the Shotgun behind Wooyang's sharply-dressed frame.

Purity and her baby are three inches away (for 1d8-2 potential Damage), and almost completely shielded behind Wooyang. With only tiny portions showing, they are each at -2 to Damage, for a relatively low total of 1d8-4 apiece. The parson is four inches away (for 1d8-3 Damage) and is fully exposed, unless the players decide that his giant BrikThulhian Bible is substantial enough to count as partial cover.

With so much potential mayhem only a trigger-pull away, will Wooyang be able to resist giving Grundy the finger?

MachineGuns and Reloading

MachineGun: Cost:(Size)x4CP **Use:**(Size)+2+Auto **Range:**((Size)x3)+2" **Damage:**(Size)d6 **Notes:** -1 Auto Penalty per Arc or Burst, may require Reload

MachineGuns are the most versatile of Automatic Weapons, allowing for Arc Fire, single-shot attacks, or multi-shot Bursts, depending on the needs of the situation. Unfortunately, while Automatic Fire is good for increasing a MachineGun's damage output, it also has a tendency to burn through its ammunition (or to jam, overheat, or lock up in some other way, if ammo isn't an

issue).

The more Automatic Fire a MachineGun uses, the higher the chances of hitting one of these mechanical limits and becoming **Inoperative**. An Inoperative weapon can be indicated by pointing the barrel skyward when possible, or attaching a small brick as a temporary reminder. The weapon can still be moved around as normal and used as makeshift club, but it can no longer be fired until it's **Reloaded**.

Fortunately, Reloading is easy - regardless of the Weapon's Size, any minifig operating the weapon (whether directly or from a pilot or gunner's seat) can Reload it with a single Action, making it ready to use again on the following turn. Unlike Launchers, MachineGuns never suffer from a lack of spare ammunition; additional Reloads are always mysteriously available, and Minifigs know better than to ask questions about where they come from. A MachineGun can't be Reloaded and fired on the same turn, even by multiple minifigs using their Actions together.

Arc Fire and Reloading

When a MachineGun is used for Arc Fire, the player chooses the size of the Arc he's going to attempt (setting the overall Auto Penalty), and, starting from one end and moving to the other, rolls a separate Attack Roll for each target in order. However, after each roll, if the number on the Skill die (before applying bonuses or penalties) is smaller than the Auto Penalty, then the weapon has hit its limit. It fires that final shot and then becomes Inoperative. For instance, a MachineGun firing across three units of Arc would hit its limit if the player rolled a "1" or a "2" when firing at any of the targets.

Burst Fire and Reloading

Unlike other Automatic Weapons, a MachineGun can also be used in **Burst Fire**, firing multiple shots at a single target. The player chooses the number of shots he's going to attempt in a Controlled Burst, and this determines the overall Auto Penalty; he receives a cumulative -1 for each shot in the Burst he plans to attempt. The player rolls a separate Attack Roll for each shot. For each roll, if the number on the Skill Die (before applying bonuses or penalties) is less than the Auto Penalty, then the MachineGun hits its limit. It fires that last shot and then becomes Inoperative.

FlameThrowers

FlameThrower: **Cost:** $(Size) \times 3CP$ **Use:** $(Size) + 1$ **Range:** $((Size) \times 2) + 2"$ **Damage:** $(Size)d4$ **Fire Notes:** min. 1 Firing Arc, -1 Auto Penalty per Arc

"Build a man a fire, and he'll be warm for a day. Set a man on fire, and he'll be warm for the rest of his life."

- Terry Pratchett

FlameThrowers and other fire-based attacks measure their Damage Ratings in d4s rather than d6es, to represent the special nature of **Fire Damage**. The dependence on d4s makes them relatively weak, but this shortcoming is made up for by their advantages in the field of setting objects on **Fire**.



what a flamer

There's no way Firetail the Dragon is letting these Skylink Commandos come between him and the last soft pretzel on planet Azure.

Photo: Sir Sporktimus
from "The Fifth Great Azurian Pretzel War - Turn One"
Elements shown: LEGO

If players choose to include Fire in their battle, they should make sure to have several d4s close at hand for Fire Damage rolls, a handful of markers to indicate active Fires (flame pieces are best, but red and yellow bricks or pips will work in a pinch), and if they're really dedicated, a scattering of loose black and gray bits to show burned areas.



Warhead tests out his Heavy Flamer in preparation for ground action.

Photo: Natalya
from "WIP – ASE Hangar, Warhead,
Terror Khan, IE"
Elements shown: LEGO

FlameThrowers are not the most precise or elegant weapons, and must always use a Firing Arc of at least 1. As with other Arc attacks, Attack Modifiers for cover and target size act as modifiers to a FlameThrower attack's Damage as well as the accuracy of the Attack Roll.

Catching On Fire

Whenever a target takes Damage from FlameThrowers or other Fire-based attacks, there's a chance that it will be set on Fire.

On larger Creations, Fires can become independent creations in their own right, turning into Field Hazards that blaze out of control; these are described later in this chapter (8.5: Field Hazards). On minifigs, Fires are much simpler: any minifig who takes at least one point of Fire Damage is on Fire. (A Critical Failure on a Fire Damage roll, or Damage that's reduced to zero by Damage penalties, has no effect.)

For minifigs, being on Fire is extremely distracting. For as long as a minifig continues to burn, he takes a -1d4 Skill and Armor Penalty, and is limited to a maximum of one attack per turn with a Short or Medium-sized weapon.

Minifigs who are made of Fire, like djinnis, lava monsters, and Michael Jordan, do not suffer Fire penalties or Burning Rolls. They can still set one touched object on Fire per turn.

A minifig can put out his flames by being doused in water or spending an Action to stop, drop and roll around on the ground and Disrupt himself. Otherwise, if he's still burning at the end of his turn and has unused inches of Move remaining, it's mandatory that he uses up every last inch by running and thrashing around hysterically, making that funny sound people make when they're trying to hyperventilate and scream at the same time.

If a minifig is on Fire at the beginning of his turn, he makes a **Burning Roll** on 1d4. On a 1, the Fire goes out, and the minifig may continue as normal. On any other roll, the Fire continues burning. The minifig takes one point of Grinding Damage (7.2: Taking Damage), rendering one limb useless of the minifig's choice, and the Fire spreads to one flammable object with Structure Level 1 or less that the minifig is in contact with, potentially including other minifigs.

Regardless of what type of ground a minifig is walking on, it's treated as non-flammable by default, unless players want to spend a whole lot of time tracking wildfires.

Fire Example: Burnination

Example: This dragon-man (or maybe he's just a dragon) is on a quest to burninate the countryside, despite the stupid friggin' knights who are always trying to sword him. Luckily, the dragon's face is a Size 3" Flamethrower (Cost:9CP Use:4 Range:8" Damage:3d4(Fire)), which makes his job a lot easier.

It's the first day of the Walking In and Out of Your Cottage Obliviously Festival, and brave peasants are performing their peasantry duty of pacing in and out of their doorways in single file, even in the face of a dragon attack. Sensing easy prey, the dragon decides to flamethrow in a line starting at the edge of the cottage's thatched roof and burning across all three peasants.

With his fire breath's Range of 8", he can hit all four targets in a single Arc, but the furthest peasant is 1" Out of Range.

The Size 3" Flamethrower has a Use Rating of 4, with a -1 Auto Penalty to Skill for the single point of Firing Arc. Taking the targets in order, the cottage is first and easiest to hit. Although the cottage is a 6" Structure overall, the section within the Firing Arc is only 4", granting a +2 Attack and Damage Bonus. With an additional +1 for being a Stationary Target and -1 from the Auto Penalty, the total Attack Bonus is +2. The dragon rolls a one on the Attack Roll, and the Critical Failure renders the +2 bonus meaningless. He misses the thatched roof completely.

The two peasants are next. The dragon rolls a 4 for the first and a 6 for the second, saving the OverSkill die for an extra d4 of Fire Damage. Thanks to the -1 Auto Penalty, the first roll fails to meet the Flamethrower's Use requirement of 4. The second roll is a hit, and he rolls a 2, 1, and 4 on the 3d4, enough to kill the peasant outright and set the corpse on Fire even without rolling the Bonus d4s from the Attack Roll's OverSkill and the Critical Success in the Damage Roll.

The final peasant is one inch Out of Range, adding a -1 Skill Penalty to the -1 Auto Penalty. Despite the -2 Penalty, The dragon rolls a lucky 6 for this final Attack Roll and hits the peasant decisively. The dragon rolls 3, 1, and 2 on the 3d4 Damage Roll, plus a 2 on the OverSkill die, reduced to 2, 0, 1, and 1 by the -1 Out of Range Penalty on each die. The total of 4 isn't enough to kill the peasant, but it does set him on Fire.

The burning third peasant flees into the safety of his home, where he immediately runs into a wall and sets the cottage on Fire. The unharmed first peasant, having completed his duty of Walking Out Obliviously, proceeds to Walk Back In to the now-burning cottage in similar fashion, where he also catches on Fire. The victory of the dragon (or maybe he's a dragon-man) is complete!



Elements shown: LEGO

8.4: Heavy Explosives



James+burgundy's Pilots pose for a group photo with their Explosive ordnance: homing missiles, cluster bombs, and helicopter-mount weapons-grade concert speakers

Photo: james+burgundy
from "Army, new(ish)"
Elements shown: LEGO

When a grenade-sized Explosive goes off, it creates a blast of **Explosion Damage (Exp)** that affects all objects within two inches. With larger Explosions, this radius is multiplied, doing the heaviest Damage at the center and diminishing over distance.

Both Explosives and Rockets do Explosion Damage. Regular Explosives must be dropped like

bombs, thrown like grenades, or launched out of a Launcher, while Rockets may be fired off like a single-use Ranged Weapon.



Explosion Damage is based around the intimidating d10. Players who expect to cause a lot of Explosions should make sure to bring a sufficient supply of d10s.

Heavy Explosions

Explosive: **Cost:** $(XSize) \times CP$ **Damage:** $(XSize)d10$ **Exp Notes:**
Use and Range determined by Launcher

Rocket: **Cost:** $(XSize) \times 2CP$ **Use:** $(XSize) \times 2$ **Range:** $(XSize) \times 6"$
Damage: $(XSize)d10$ **Exp**

When an Explosion occurs, the player rolls the number of d10s in the weapon's Damage rating, and leaves the dice on the table. All objects (or Components, for larger targets) within a two-inch radius of the blast center take this much damage, and any loose objects in this radius (including objects which only became loose after being destroyed by the Explosion) are **Knocked**

Back one inch for every d10 in the Damage roll (including OverSkill d10s).



For a single-d10 Explosion, this is all that's required. For Explosions with multiple d10s, after handling Damage for all the objects within the first two inches, remove the highest die in the roll (including any Bonus Dice it may have earned), and count the new total result on the dice that remain. All objects within the next two inches of radius take this new result in damage, and loose objects are Knocked Back a number of inches according to the number of dice remaining. Continue removing one die for every two inches and distributing damage and KnockBack accordingly, until no dice remain in the Explosion Damage.

Players may wish to save handling all KnockBack effects for the end, in order to avoid accidentally damaging the same object twice.

Damage from more than one Explosion can stack, but the sizes of their radii do not. A hundred 2d10 Explosions in the same spot cause 200d10 worth of Damage in the first two inches, 100d10 in the next two, and none after that. They don't combine into a single massive explosion with a four hundred inch radius.

Explosion Example: Wall Demolition

Example: The Imperial Ministry of Truth uses spare blast walls to test missiles and improve the believability of their faked terrorist news stories. By popular acclaim, Privates Templin and Reale have been volunteered to man the demonstration guard towers.

Once they've taken positions, the Ministry fires a Size 3" Missile at the wall, striking two inches underneath Private Reale's tower in a 3d10 Explosion. The missile rolls a 3, 6, and 7, for a total of 16 points of Damage within the first two inches. Removing the highest roll (the 7), the total is 9 Damage in the next two inches after that, and (removing the 6) 3 Damage in the outermost two inches.

The wall has 3d10 Armor, rolling a 15. This is less than the Explosion's innermost Damage of 16, so all wall components within two inches of the blast are destroyed, and tossed away three inches. The 15 is enough to exceed the 9 Damage for the next two

inches away from the Explosion, so the rest of the wall survives.

The patch of ground beneath the wall is within the Explosion radius, and rolls an 8 on its Armor of 1d10. This is less than the 9 Explosion Damage at the four-inch radius, but more than the 3 Explosion Damage further out. All of the exposed ground within four inches of the blast is destroyed. (For added effect, players build up a blast crater rim at this radius and set the surrounding vegetation on fire.)

With the destruction of the wall underneath Private Reale's tower, it is no longer attached to the wall. Even though it survives the Explosion Damage, it is no longer "nailed down" and is Knocked Back two inches. Since the blast was directly underneath it, the tower is sent flying straight up into the air, with Private Reale still on top.

When Private Reale's tower falls out of the sky, the ground does 1d6 Collision Damage to the both of them. It rolls a 4. Thanks to the wall's earlier Armor Roll of 15, this isn't enough to harm the tower (even counting it as Cumulative Damage with the 9 Explosion Damage taken earlier). It precisely matches Private Reale's Armor of 4, so the players decide that even though the Collision Damage isn't enough to kill him, his pelvis and both legs are now shattered to orthopaedic confetti. The Ministry of Truth makes an immediate press release through its faux news channel about the deadly terrorist attack.

 Because seven ate nine



Elements shown: LEGO

Premature Detonation

For all the hilarity of Explosives dropped into enemy ranks, they're even funnier when minifigs fall victim to their own ordnance's **Premature Detonation**.

Improvised or low-tech explosives tend to be **Unstable**. A single point of damage is enough to set off gunpowder kegs, dynamite sticks, fireworks, nitroglycerine, soccer moms, and those red fuel barrels that are inexplicably left lying around everywhere by the inhabitants of first-person shooters.

Modern and high-tech Explosives can be made intentionally Unstable by attaching them to mercury switches or proximity sensors, but otherwise they're more difficult to set off accidentally. Grenades, cruise missiles, plastic explosives, nuclear warheads, and internal combustion engines require a specific priming mechanism to trigger an Explosion. If an attacker specifically targets a **Stable** Explosive and scores a Critical Success on the Attack Roll, the unit can spend the Overskill Die to attempt a Premature Detonation. The attacker rolls its Skill Die one more time; if the roll equals or exceeds the Explosive Size (**XSize**) of the target Explosive, the weapon goes off with full effect.

Critical Failures

If a unit attempts to use an Explosive but fails the Attack Roll, the defending player treats it as a Missed Shot as usual, choosing any Koincidental location within the appropriate distance for the shot to land.



During an operation to settle the Patrician's shrubbery debts, Farth Nader picks a bad time to critfail his grenade attack.



Retrieving his dead boss's grenade launcher and landing a shot behind an enemy Orange trooper, this Blue soldier's explosive KnockBack manages to launch a casualty right back at himself.

Photo: HurgleDerp
from "A Shrubby Skirmish"
Elements shown: LEGO

If either the Attack Roll or the Damage Roll is a Critical Failure, the defender has the additional option of declaring the Explosive a **Dud**. A Dud Explosive doesn't explode on impact, but remains armed and extremely Unstable, even if it was a Stable type of Explosive before being fired or thrown. Minifigs can use an Action to move the Explosive carefully at Half Speed; otherwise, any Damage or attempt to move the Dud will set it off.

The smallest Explosives have an increased risk of blowing up their operators. If a minifig Critically Fails an Attack Roll with a minifig-operated Explosive (hand grenades, shoulder-fired missiles, or shaped charges, for example), the defender can declare a Premature Detonation in the attacker's hand. Larger Explosives are not subject to this risk.

Payload Launchers

Launcher: Cost:(Size)x3CP **Use:**(Size)x2 **Range:**(Size)x6" **Damage:**(Payload Structure Level)d6 or object's Damage **Notes:** Max Payload Size of (Size)/2; max Explosive Size of (Size)

The Launcher category covers any device designed to launch a **Payload** across a distance, from minifig-scale bazookas, mortars, and slingshots, to siege-scale catapults, trebuchets, and artillery cannons. Launchers are ideally used to deliver Explosive Payloads, but boulders, plague-ridden corpses, and fully-loaded port-a-potties raining onto enemy formations also have their special charm.

Unlike regular types of Ranged Weapons, for which ammunition is somehow never an issue, a Launcher's Payload must always be represented in-game by one or more physical objects. All Launchers must have a designated area for loading their Payload (e.g., the basket of a catapult, the breech of a cannon, or the trolley of a railgun), and all Payloads must be placed into or onto this location prior to Launch. Players may choose to construct their Launcher with an ammunition battery for auto-loading (such as a missile rack or ammunition drum), but most Launchers end up being loaded by minifigs carrying objects by hand. Less traditional Payloads are possible and fully encouraged; an appropriate Launcher might also be used to scramble spacefighters, deliver paratroopers, or send enemy prisoners into orbit. As long as it is properly loaded, a Launcher may fire once per turn.

A Launcher can fire a group of one or more Explosives with a combined Explosive Size up to the Launcher's own Weapon Size, or a group of one or more regular objects up to one half the Weapon Size, rounded down (this means that a Size 1 Launcher is limited to either Size 1 Explosives or Size 0 objects like minifig equipment or Vermin). The Launcher operator makes a separate Attack Roll for each object launched, as multiple projectiles tend to disperse while in flight. Non-Explosive Payloads do Crash Damage with full Momentum (9.5: [Collisions](#)), doing a d6 of Damage for each point in their current Structure Level. Launched Explosives use their Explosion Damage ratings on impact.

Payload Example: Missile Racks

Example: Finding the offensive power of LEGO set 7701 to be insufficient, Robot Monkey set about making some upgrades.



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



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



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

Photos: Wayne McCaul
from NELUG's "The Post-Apocalyptic Research Vehicle"

In addition to the retrofitted tactical nukes, railguns, miniguns, RPG launchers, and the "Apocalypse" uber-chaingun, this new and improved Uber-Titan also sports a pair of shoulder-mounted six-barrel missile racks. Each missile rack is a Size 3" Launcher (Cost:9CP Use:6 Range:18") loaded with six Size 1 Explosives (Cost:1CP Damage:1d10 Exp), for a total cost of 30CP.

With Weapon Sizes of 3", each Launcher can fire up to three of its Size 1 Explosives per turn, rolling Use:6 Attacks separately for each to see if they hit.



Photo: Robot Monkey
from "The Uber-Titan"
Elements shown: LEGO



This rugged BleakTron tank boasts twin missile racks.

Photo: Cyko-Destructo
from "Bleaktron missile tank"
Elements shown: LEGO

Launchers fire their projectiles in parabolic arcs rather than straight lines. This means that a Launcher can fire over the tops of obstacles to strike targets behind them (subject to a possible -5 Attack Penalty if they're firing at targets they can't see (5.1: *Making Attacks*)), and that, unless the attacker specifies otherwise, the Payload will fall on its target from above rather than along the Launcher's line of sight.

It also means that a Missed Shot with a Launcher always has to come down *somewhere*, unlike regular Missed Shots which can fly off harmlessly into the sky and be ignored (5.3: *Ranged Combat*). Because Launchers' high Use ratings make them notoriously inaccurate, this will happen fairly often.

Flight Time

As they get into larger Sizes, Launchers have much longer range capabilities than other types of weapons. A large Launcher can fire so far, in fact, that the projectile doesn't come down until the following turn, giving potential targets a chance to scatter.

Whenever a Launcher fires at a target more than twelve inches away, the player doesn't immediately make the Attack Roll. Instead, he places a marker at the intended target location (an "X" built from red bricks is traditional), and launches the Payload into the air. It's only at the beginning of his next turn, when the Payload finally comes down, that he makes the Attack Roll and finds out whether the projectile hit its target or how much it missed by.

Flight Time Example: The Young Pyramidheads

Example: Stuck on the wrong side of the crater while their enemies are escaping with the invaluable Maniac Beer keg, Elmagifico's Gamma Corps are upgrading their makeshift catapult from 3" to a full 5" Launcher in order to have enough Range to launch themselves to the opposite side of the battlefield. Unfortunately, lacking a Mechanik of their own, they use their whole turn collecting the bricks with which to build it, and have no time left over to test-fire the thing.

Instead, they call over to Tarren's nearby squad, a group of frat brothers from the Young Pyramidheads organization. "Hey, you guys want to test out our new catapult?"

"Um, DUH?" say the Pyramidheads. Since a Size 5" Launcher requires at least 2.5" worth of Creations to power it, it takes the Teamwork of three frat brothers jumping on the swing arm to power a successful launch. The fourth Pyramidhead readies his sword and loads himself into the launch scoop, and the fifth and final brother takes the controls and hits the fire button. ZOOM!

The Pyramidheads pick an impact site precisely 30" away, at the Launcher's maximum effective Range, hopefully landing their leader on the stable inner ring of the crater rather than in the lava on one side or the dangerously unstable magma crust on the other.



The target site is still three inches short of the Beer, but they can't afford to take any extra Skill Penalties from Out of Range inches; the Use rating on a 5" Launcher is already up to 10, and the Pyramidhead firing the thing only has a Skill of 1d6.

30" is a long way, much further than a Launcher's maximum same-turn delivery distance of 12", so the launched Pyramidhead won't come down until the following turn. A red "X" made from a pair of 1x3 plates is set down to mark his intended crashdown target. No one will know whether he'll miss it, or by how far, until the delayed Attack Roll occurs when he lands.



From "Assault on Goatse Bunker"
Elements shown: LEGO

Thrown Minifig Weapons

Minifig Throwing Arm: Weapon Size: 1/2" Use:object's Use Range:3"
Damage:object's Damage Notes: Size 0 Payloads only

Often overlooked in favor of the majestic mechanical Launchers of military engineers, pairs of naturally-occurring Launchers can be found hanging off the shoulders of even the lowliest peasants. A minifig's arms are considered free Size 1/2 Launchers, capable of throwing Size 0 projectiles like grenades, hand weapons, and small animals.

Thrown objects have the same Use rating and do as much Damage as if they had been used in Close Combat. Thrown Explosives cause their Explosion Damage on impact (which is technically also the same as when they're used in Close Combat, although there are drawbacks to using them in that capacity).

Creatures with larger arms can throw correspondingly larger objects, but these larger thrown objects still have effective Use and Damage ratings as if they were being used in Close Combat, unless the creature's arms were bought and paid for specifically as Launchers.

Minifigs working together can combine their half-inches of strength - four minifigs can act as a Size 2" Launcher, for instance - but the Range of their throw never increases, remaining at 3". The Attack Roll for the throw is made by whichever minifig in the group has the lowest Skill.

Because a minifig's three-inch throwing range is not a lot of distance, it's good to remember that units can attack targets Out of Range, taking -1 penalties to Skill and Damage for every inch beyond the attack's effective Range (5.1: Making Attacks).



Random axe of heroism

In the siege of VladTron's Fortress, Sir Stalin the Bear rides ahead of the Mocian army to Heroically throw a borrowed battleaxe at the cage holding his ally, Sir Dogdu the Dog. His throw severs the chain the cage is hanging from, dropping the cage and Sir Dogdu into an active volcano.

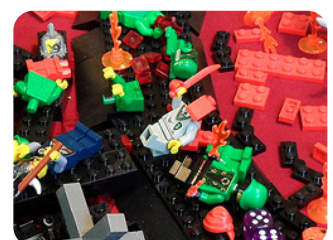
Photo: stubby
from "Rainbow War II: Jellybean Apocalypse: Grail War"
Elements shown: LEGO

Flight Time Example: The Young Pyramidheads (delayed resolution)

Since it takes a full round of turns for the Pyramidhead to fly through the air, the Beer has time to change hands several times.

Moronstudios' nearby Viking grabs it first and chucks it in the lava, setting off an explosion as the keg's automatic flame-retardant foam systems send it flying. A Deadly Spaceman from Apollyon's Krude Konstruktion Kingdom is next, Sprinting out of the lava just long enough to grab the Beer before burning to death.

During a mad dash by Solvess' Shitgoat creatures, most of them break through the unstable magma crust and fall to their agonizing magma deaths, but a single one gets the right combination of Bonus Dice to Sprint a full 14" without cracking the ground underneath. He snatches the Beer from the burning corpse of the Deadly Spaceman. He'll lose it again in a



few moments when he's mercilessly butchered by one of Warhead's weapon-hoarding Necromancers, but in the meantime the flying Pyramidhead is about to hit the ground.

No one expects Tarren to hit a 10 on a roll of 1d6, and it looks like even a single inch of Missed Shot will be enough to have him divebombing straight into the lava pool - but he hits the 6 plus a 5 for the Bonus Die, for a miraculous 11. The Pyramidhead hits his mark precisely, and uses the Overskill to avoid Disruption and land on his feet.

It's not enough just to hit the target; the Pyramidhead must now survive the Collision with the ground. The hardened lava rock is arbitrarily assigned a Structure Level of 2, and so the Pyramidhead takes 2d6 Collision Damage. Once again, his luck holds out - a pair of ones mean that he survives unharmed.

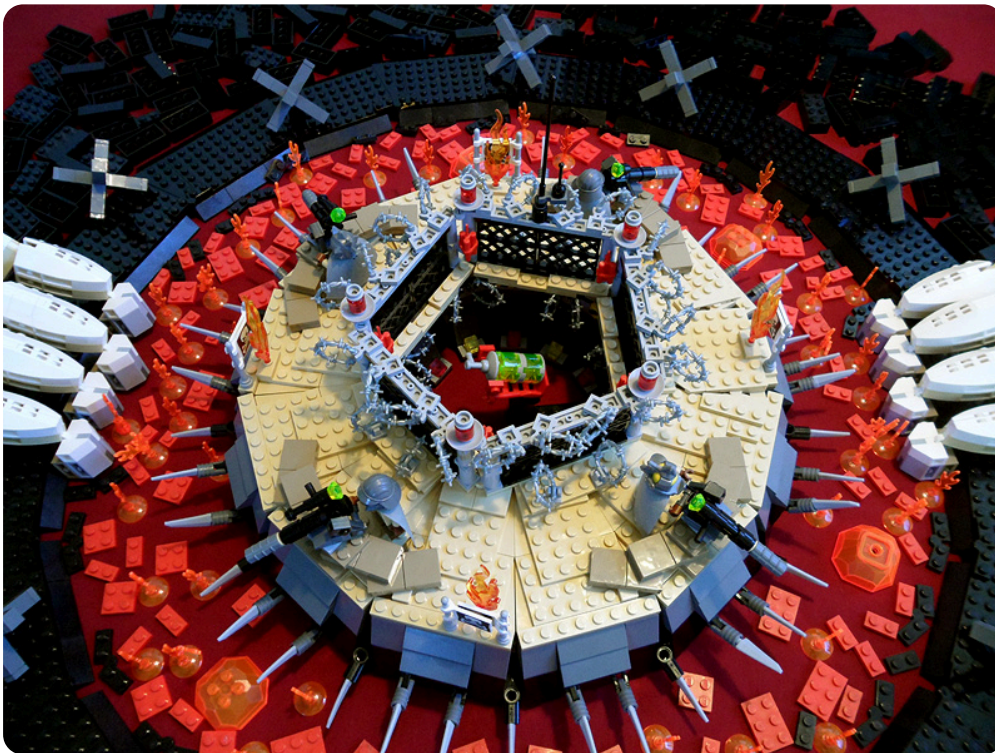
Meanwhile, one of Piltogg's Akkadian troops, burnt up by lava and tangled in the spikes on the embankment, has used a looted axe to hack off one of the spikes and has been saving his Response Action for just such an occasion.

Before the Pyramidhead can respond, the Akkadian uses a Response Action to make a perfect throw, planting the spike deep into the Pyramidhead's gut.



From "Assault on Goatse Bunker"
Elements shown: LEGO

8.5: Field Hazards



When this ImmortalTech Keg of Maniac Beer crashes into the surface of Planet Grimdark, its automatic defense systems kick in. Two massive skeletal hands form from the volcanic strata of the planetary crust, reaching upwards through the rock only to claw back in again and tear a giant prolapsed orifice in the surface.

Robotic defenders, immune (mostly) to the temptation of the Beer thanks to their mechanical nature, spring up to man defense turrets against the sea of thirsty invaders sure to arrive. They're defended by a ring of spiked embankments, a moat of molten lava, and a great plain of unstable magma crust. Behind them, the Beer is ringed with barbed-wire fences and proximity mines.

The most lethal factor, however, is the irresistible nature of the Beer itself - no matter how many invaders combine forces to breach the defenses, only one can escape with the Keg, and each attacker will stop at nothing to make sure he's that one.

Field Hazards			
Hazard	Cost per Die	Dice Options	Notes
Exposure Damage	((Size) x2) CP	d6 Damage or d4 Fire	Target size modifiers affect Damage
Difficult Terrain	(Size) CP	d6" Move	-
Concealed Hazards	(Size) CP	d6 Damage, d4 Fire, d10 Exp, or 2d6" Move	Skill vs. inches moved to avoid
Energy Shields	(Size) CP	Any die of Shielding	-
"Size" refers to inches of Field Size, the basis for Field Hazard costs.			
Mechanisms	(Free)	-	Devices purchased separately

The final category of weapons allows minifigs to be slaughtered by the environment itself. **Field Hazards** such as minefields, bear traps, electrified surfaces, razor wire, and poorly-labeled latrine pits all have the potential to ruin an intruder's day. They may be constructed by players trying to advance their individual goals, or they may be natural environmental hazards, equally dangerous to all players and not owned or paid for by any of them. Field Hazards are never secret - every player at the table will know the boundaries of every minefield, although they may need to send some minifigs in to stomp around if they want to pinpoint the individual mines.

A Field Hazard is defined by two attributes: the **Field**, which measures the size of the danger zone, and its **Hazard**, which determines what happens to victims who wander into it.

Fields

Field Hazards don't take a lot of input or oversight from minifig controllers. Instead, their effects are triggered when a minifig or other unit wanders into the wrong area. Anti-personnel mines blow you up when you step on them, magma flows burn you when you swim in them, and poison gas chambers poison you when you breathe in them after the computer's warmed up the neurotoxin emitters.

The area covered by a dangerous condition is its **Field**. The Field may be filled with a uniform Hazard, such as molten lava, tear gas, or boy-band music played at high volume. It may also be an unpredictable area with hidden and scattered Hazards, like antipersonnel mines, patches of thin ice, swampy sinkholes, or subterranean BrikThulhoid tentacles waiting to burst through the surface and drag the unwary to their doom.

A Field's Size is measured in the same way as for any Structure (7.1: *Structure*) or Weapon (8.1: *Weapon Size*). Players will need to know exactly where the boundaries of the Field lie, so it's a good idea to indicate a Fields' edges with lines of small bricks or some other markers if they're not otherwise obvious.

Hazards

The dangerous conditions within a Field are known as its **Hazard**. Unlike specifically-targeted Attacks from weapons and devices, Hazards are spread consistently throughout their Fields - no matter where in a Field you're standing, a Fire's flames are just as hot, a river's current is just as strong, and a minefield's mines are just as likely to be hiding under your next footstep.

Hazard Dice

While it's impossible to list all the types of Hazards that might appear in a BrikWars battle, their effects are built up from **Hazard Dice** that fall into a short list of basic categories. **Exposure Damage** dice cover effects that damage their victims by simple exposure, especially Fire. **Difficult Terrain** dice are for areas that hamper Movement in some way, particularly rough terrain and barbed wire. **Concealed Hazard** dice are for areas that are mostly safe until you step in the wrong place, especially minefields. A final type, **Energy Shield** dice, create special Field defenses rather than being true Hazards in themselves.

The number of Hazard Dice in a Field Hazard are limited to the number of inches in the Field's Size, although there's no limit to the number of times the dice themselves may be rolled as one victim after another wanders into the Field. If the Size of the Field is reduced below the number of Hazard Dice by any means, Hazard Dice are removed to adhere to the new Size limit.

If a Field Hazard is powered by a Creation rather than occurring naturally, then every Hazard Die rolled uses up one inch of the Creation's Power limit for Weapon use for that turn ([8.1: Weapon Size](#)). This can make Field Hazards a risky modification - enemies can quickly overload a Creation's power supply for the turn by setting off a single Field Hazard multiple times. Creation-based Hazards are often given manual control overrides so that a Creation's Operators can switch them on and off as necessary.

Exposure Damage

Exposure Damage: Cost: (Field Size) x 2CP per 1d6 Damage or 1d4 Fire Damage

Many conditions damage victims through exposure alone. Hazards like acid, radiation, electrified surfaces, hailstorms, and open flames do greater amounts of Damage the more the victim is exposed to them.

Whenever a unit or object encounters a Field that causes **Exposure Damage**, it takes the Damage amount indicated by the Field's Hazard dice. As with Damage from Arc attacks, target size modifiers for whichever part of the Creation are exposed to the Hazard are used to modify the Damage total. Size zero objects simply take a single point of Damage per Exposure Damage die; these do not count against any Power limit for the Field Hazard.

In addition to dealing regular Damage, Exposure Damage also **Overloads** a target, briefly disrupting its ability to Power its own Weapons and devices. For every die of Exposure Damage inflicted on a Creation, its Power limit for Weapons and devices is reduced by one inch for the rest of the turn.

Certain types of Exposure Damage work differently on different targets. A toxic gas Hazard (commonly associated with Heroic Feats involving spicy food), for example, only affects living targets that breathe it in, leaving undead and mechanical targets blissfully unaffected. A living creature can hold its breath for one turn if it's not caught by surprise, but otherwise if its head is inside the Field then the gas affects it as if the entire body were exposed.

Fire

Permanent Fire Hazards

Fire Hazard Dice	Type	Examples
1d4 Exposure Damage	Regular Fire	campfires, signal pyres
2d4 Exposure Damage	Fuel Fire	furnaces, napalm, gasoline fires, burning oil
3d4 Exposure Damage	Molten Fire	hot lava, smelters, molten metal
4d4 Exposure Damage	Atomic Fire	nuclear plasma, Nega-matter reactors



Flames shooting through cracks in the lava crust inspire BFeenix's Metal Warriors to rock out for several turns in a row before remembering they're still in the middle of a battle.

*from "Assault on Goatse Bunker"
Elements shown: LEGO*

Objects on Fire		
Fire Hazard Dice	Type	Examples
1d4 Exposure Damage	Burning Objects	house fires, book burnings, witch stakes

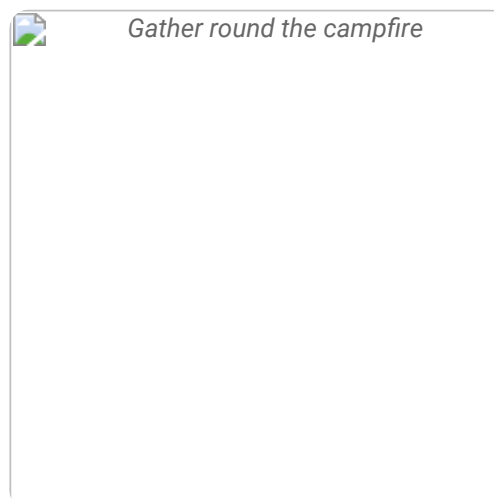
Fire is a special kind of Hazard. A **Permanent Fire** works as a regular Exposure Damage Field Hazard and stays the same size and strength unless deliberately extinguished. But these Permanent Fires, like any other weapon or effect that causes Fire Damage, can set Fire to other objects, and this new Fire is much more dynamic. Rather than taking direct damage from their own Fire, burning objects make a Burning Roll at the beginning of their turns, taking Grinding Damage and allowing the Fire to grow, spread, and change shape all by itself.

Any time an object takes at least one point of Fire Damage, check the number rolled on each d4. If the number is higher than the victim object's Structure Level, the object catches one inch worth of Fire. If the object wasn't on Fire already, a Size 1" Fire is created where the Damage struck. If the object was already on Fire, then the Size of its Fire increases by +1" (up to the Size of the object). If the object is already completely engulfed in flame, then the Fire can spread to another nearby flammable object (within 1"). Place flame elements (or, in a pinch, red and yellow bricks) on the surface of the object to indicate the size and shape of the Fire.



Hoping to discourage a charge from the Dragon King's cavalry, the Deposed forces set a ground fire. Cederic the Blacksmith's house is unintended collateral damage.

*Photo: Dienekes22
from "Violence Finale"
Elements shown: LEGO*



Heroic firefighters rush to suppress this civilian's backyard barbecue.

*Photo: Dienekes22
from "Mystery on Combine - Turn 01"
Elements shown: LEGO*

Remember that an Out of Range penalty affects a Flamethrower's ability to set objects on Fire, since it modifies the individual d4 rolls directly.

A burning object takes a number of penalties. Objects and units on Fire take a -1d4 Penalty to all Skill and Armor rolls, and trying to use an object that's on Fire carries a -1d4 Skill Penalty as well (unless it's an object specifically designed to be used while burning, like a makeshift torch or a

flaming sword).

Like all kinds of Exposure Damage, Fire Overloads (or more specifically, **Overheats**) affected units and disrupts their ability to Power their Weapons and devices for the turn. A unit on Fire has its Power limit reduced by one inch for every inch of the Fire's Size (for example, a four inch wooden golem burning with a three inch Fire would have its Power limit reduced from eight weapon inches to five).

On the bright side, any target struck by a burning object or unit takes +1d4 Fire Damage in addition to whatever normal Damage is dealt by the attack or Collision.

At the beginning of its turn (or on the turn of the player who set the Fire, for an object with no turn of its own), an object on Fire makes a **Burning Roll**, rolling 1d4 for every inch of its Fire Size. For every d4 that rolls a 1, or rolls the object's Structure level or lower, the Fire dies down, reducing the Fire Size by one inch. For every d4 that rolls higher than the object's Structure Level, the Fire spreads, inflicting a point of Grinding Damage (7.2: *Taking Damage*) and adding one inch to the Fire Size (up to the Size of the object) or starting a new 1" Fire on a nearby flammable object (within 1") if there's no more room. This continues until the Fire's Size is reduced to zero inches, extinguishing it, or the object is destroyed.

Fires can be extinguished with water or by rolling around on the ground. If the burning object can be submerged in water or vacuum completely, the Fire is put out instantly. Otherwise, each unit making a meaningful contribution to a firefighting effort can reduce a Fire's Size by one inch per turn.

Every time the Fire Size changes, the player in charge of the burning object (or the player who set the Fire, for unaligned objects) must adjust the physical patch of Fire to match the new Fire Size, adding appropriate inches of flames or yellow bricks when the Fire grows, and removing inches when the Fire shrinks. He can choose to adjust any side of the existing patch when adding or removing bricks, but he cannot otherwise control the Fire, and the Fire can't spread through physical obstacles without burning around them or destroying them first.

Fire Example: The Von Bragstein Boiler-Mech

Example: The von Bragstein family is known for its impractical battle inventions, and Reichart von Bragstein is no exception. His prototype boiler-mech enjoys much greater success than many of his earlier infamous creations, until he tries to push it too hard with a failed Heroic Feat and blows up one of the coal-fired boilers in a 1d10+1d4 Explosion.

The mech has a Size of 4" and a Structure Level of 2. The Explosion rolls a 5 on the 1d10 and a 3 on the 1d4. It's not enough to dent the mech's Armor roll of 12, but the 3 is enough to exceed the Structure Level and set the boiler on Fire. With a single boiler remaining, von Bragstein ignores the flames and fights bravely on.

On the next turn, the Fire rolls a 3 on its 1d4 Burning Roll, beating the mech's Structure Level of 2 again. The mech takes one point of Grinding Damage and the Fire spreads one inch onto the cockpit roof. The Fire now has a Size of 2".

On the third turn, the Burning Roll is now 2d4, and the Fire rolls a 1 and a 3, causing a second point of Grinding Damage. The Fire dies down one inch from the roll of 1 on the first 1d4, letting the ruined boiler go out, but the second roll of 3 allows it to spread another inch, setting the shoulder of the cannon arm on Fire and bringing the Fire back up to Fire Size 2".

On the fourth turn, the Burning Roll is 2d4 again, and this time the Fire rolls a 3 and a 4, bringing the total Grinding Damage up to four. The Fire spreads another two inches, fully engulfing the cockpit and reaching the Size 4" mech's maximum Fire Size of 4".

The mech is now completely engulfed in flames. The cockpit now counts as an Environmental Hazard, dealing 1d4 Fire Damage to von Bragstein on each turn in which he fails to abandon ship.



Elements shown: LEGO

The Fire rules are used as the basis for other types of Damage that have a lasting Burning effect from turn to turn. **Acid** burns a victim like Fire but can only die down, never growing. **Poison**, infection, and disease burn like an internal Fire, but can only spread to living creatures, and only through attacks that break the skin. (Alternately, a computer virus can only spread to computers that interface with an infected machine.)

These may lead to an alternate final stage besides death - Poisonous bites that turn their victims into monsters are especially popular. Creatures and objects suffering from one of these alternate forms of Burning still feel the usual effects of Being On Fire - the weakening from Armor, Skill, and Power Penalties, the Burning Roll, and the ability to make whatever alternate version of a Fire Attack makes sense for their condition.

Difficult Terrain

Difficult Terrain: *Cost: (Field Size) x CP per 1d6" Move Effects*

The purpose of **Difficult Terrain** is to hamper or disrupt unit movement. Difficult Terrain may slow units down, move them in directions they don't want to go, or it may let them go whichever direction they want, but decrease their ability to stop or turn.

Each d6 of Difficult Terrain dice costs 1CP per inch of Field Size, regardless of what the d6's Movement effects are. For **Slow** Fields that slow or stop units (mud, glue, rubble), the d6es' inches are subtracted from victims' Movement for the turn. For Fields of **Current** that carry units in a specific direction (river currents, wind machines, greased ramps), the unit is moved by the d6es' inches first, and it may then use its full Movement as normal. **Slippery** Fields (ice, oil



Not all Poison effects are wholly detrimental. Bound by their oaths to the Daemonslayer Legionidus and cast out with him from Volhalla to the shores of hell, these slain Vol warriors grow in power by drinking the blood of the Daemons they defeat. The increasing Daemonic taint in their souls is a small price to pay for unholy strength in battle and the chance to one day return to Volhalla.

Photo: Tuefish
from "The collected Vol ground forces"
Elements shown: LEGO (modified)

Spike Effectiveness

Spiked Obstacles are often only effective against a limited range of targets. Barbed wire can be viciously damaging against fleshy targets, but is lucky to even slow down metal machines. A line of sharpened anti-calvary stakes can be a wall of death for Horses, while infantry can almost ignore them completely as long as they don't

slicks, spilled marbles) use up a units' own Move inches by forcing them to continue in whatever direction they were already moving (or to remain stuck in place if they weren't moving), and causing standing units to fall over and become Disrupted on any Critical Failure on a Skill Roll.

run in at a Sprint. Spiked caltrops are murder on feet, hooves, and rubber tires, but have no effect at all on tank treads. Players will often be called on to make special judgment calls about the effectiveness of particular Spiked Obstacles on particular targets.

The most popular types of Difficult Terrain force travelers to choose between losing Movement inches or taking Damage. A **Spiked**

Obstacle (barbed wire, anti-cavalry stakes, caltrops, cursed thornbushes, clawed skeleton hands reaching up out of the grave) acts like a Slow Field for units that use their Action to focus and move carefully. For units moving uncontrollably or focusing their Action elsewhere, a Spiked Obstacle inflicts its d6es like an Exposure Damage Field instead.

Concealed Hazards

Concealed Hazards: Cost:(Field Size)xCP per 1d6" Damage or 2d6" Move Effects

Concealed Hazards add the element of surprise to Hazardous terrain - units are never quite sure whether their next step will crack through thin ice, drop them into quicksand, or set off a landmine. Concealed Hazard dice cost half as much as the equivalent Exposure Damage or Difficult Terrain Dice.

When using Concealed Hazards, it's important to bring some kind of marker to show spots where the Hazards have already been set off. Units may cross over the same patch of land a hundred times before the bear trap goes off on trip one hundred and one, but once triggered, hidden pits don't re-hide themselves, mine craters don't grow new mines, and falling block traps don't lift their fallen blocks back up into the ceiling to reset themselves.

Units traveling through Concealed Hazards must make a Skill Roll every turn against the number of inches they travel within the Field. If their Skill Roll is equal to or higher than this number, then nothing happens - they travel over the ground as usual. If the roll fails, the Skill Roll gives the number of how many inches they were able to travel before suffering the consequences dictated by the Hazard. On a Critical Failure, the consequences occur immediately, before traveling any distance at all.

Large units have a higher chance of setting off Concealed Hazards than smaller ones. Objects larger than Size 1" take a Skill penalty equal to their own Size when rolling against a Concealed Hazard Field. Size 0" objects are too small to set off Concealed Hazards.

For objects that leap, fall, or are thrown into a Concealed Hazard, roll against the number of inches traveled while airborne. On a failed roll, the consequences occur at the point of impact. For objects with no Skill, roll 1d4. If an object is being carefully set on the Concealed Hazard, for instance if minifigs attempt to build a platform over unstable ground, use the Skill of the unit setting the object in place - the object isn't traveling anywhere, but will still set off the Hazard on a Critical Failure.

Energy Shields

Energy Shields: Cost:(Field Size)xCP per Energy Shield die

While not Hazardous in the usual sense, **Energy Shield** dice are treated as a type of Hazard Dice, subject to the same Field Size limits as other Hazard Dice. Energy Shields are not especially cost-effective as a replacement for standard Armor, but they do open up extra protection options for a Creation that has already reached its maximum Structure Level.

A Creation protected by Energy Shields may spend an Energy Shield die to be Shielded against an incoming Damage die of that type (3.3: *Bodily Protection*). However, like all Hazard Dice, each Energy Shield die spent counts as one inch against the Creation's Power limit. Once that limit is reached, the Creation is out of power to activate Energy Shields or any other weapons or

devices until its next turn.

Energy Shields must be created by **Shield Projectors** somewhere on the surface of the Creation they protect.

Mechanisms

Triggers and Mechanisms: Cost:Free; Devices and Creations purchased as normal; 1d4 Skill where applicable

Not all battlefield hazards are based on environmental conditions. Every once in a while, minifigs have the time and attention span to assemble something more deliberate and specific. Defense turrets, slamming blast doors, rolling boulders, strategically positioned sleeping tigers, auto-flushing toilets - any Creation, Weapon, or Device that can be activated can be engineered into a custom **Mechanism**, operating independently or in coordination with other Field Hazards.

Mechanizing an activatable object costs nothing extra - once the object itself is paid for, the Mechanisms are free. Mechanisms are not capable of initiative or independent thought, so players have to be specific about the exact conditions that activate a Mechanism, and its behavior once activated.

Triggers

Mechanisms are often attached to Concealed Hazard Fields - hidden pressure plates, motion detectors, tripwires, or some equivalent are scattered throughout the area, and tripping one of them will set off the device. (By default, concealed weapon traps are automatically pointed at the spot where the Hazard happens to be tripped. Even if the players don't know in advance exactly where the tripwires are, the minifigs who built the trap presumably did.)

Other Mechanisms are activated by specific **Triggers**. Any object physically represented on the battlefield can be designated as a Trigger for one or more Mechanisms. Minifigs may be required to interact with the object in a certain way (typing the proper code into a keypad, turning the arming keys before pulling the self-destruct lever, or playing a particular tune on a skeletal pipe organ), or the Trigger may be set off by any interaction at all (a doorknob wired with a mercury switch). Like all Mechanisms, Triggers have no extra cost.

Some triggers are obvious (the comedically oversized power switch, or the giant red "DO NOT PUSH" button), but many are not (the disguised torch lever that opens the secret door, the doorknob that sets off the hidden fireball trap). In theory, opposing minifigs won't know the location of these secret Triggers, but in most cases all the players will, unless the game has an impartial moderator to keep secrets secret. Often, the easiest workaround for secret Triggers (as well as other types of hidden objects) is to build a large number of potential Triggers, and roll dice whenever one is tried to see if it's the real one.

Multiple Mechanisms

The weapons and devices associated with Mechanisms can be bought in multiples, and, depending on the Hazard concept, the multiples can be handled in different ways. If a player



Walking in eggshells

Dr. Pang's personal shield activates automatically as rogue security drones attempt to stop Dr. Mikoto from hacking their central AI.

*Photo: Colette
from "A Certain Infinite Line Charge"
Elements shown: LEGO, iPhones, plastic egg*

The Personal Shield

While Body Armor is the protection of choice for common infantrymen, specialized units may opt for the more exotic Size 1" Energy Shield.

Minifigs only have two inches in their Power limit, so they can only get the benefit of an Energy Shield die once or twice before running out of juice for the turn, and it can seriously disrupt the minifig's ability to use other weapons.

On the other hand, an Energy Shield doesn't slow minifigs down the way heavier armor does, and the two can even be combined for the ultracowardly.

buys three tigers for his Field of Concealed Hazard pit traps, then all three might be waiting in the first pit an enemy falls into, there might be one in each of the first three pits encountered, or the player might roll randomly for each pit until all three tigers have been located. This is largely up to the player setting the trap, but should be spelled out in advance of starting the battle.

Alternately, the same Trigger might activate a series of different Mechanisms each time it's set off. For example, the first pull of a suicide lever might slam the doors and lock you into the chamber, while the second deploys a row of motion-tracking rifles from the wall. The third pull extends a mechanical arm to offer a cigarette and a blindfold, and so forth.

Deadly Mechanisms

Any Mechanism designed to directly damage or attack a target should be purchased as a Weapon. A two-story granite sphere is just a big rock, but once it's rigged up as part of a rolling boulder trap, it becomes a Size 5" Melee Weapon and should be purchased as such.

Deadly Mechanisms are often single-use (until reset by a minifig technician - those hidden crossbows don't re-arm themselves), and they make their Attacks with an inanimate object's default 1d4 Skill. A **Smart Weapon**, equipped with simple robot brains or magical enchantments, can Attack with a Skill of 1d6 and can often be re-used from turn to turn. Smart Weapons can be treated as a kind of Programmed Half-Minded Creature (10.1: *Minds*), but for simplicity's sake it's easier to just say that a Smart Weapon (up to Weapon Size 2") costs +1CP more than the dumb variety.

The Scout



(Download the Scout card)

When dealing with Field Hazards, most units are limited to two options: avoid them completely, or accept the Damage and hope their Armor holds out. Luckily, there's a third option: with a specially-trained **Scout** leading the way, many dangers can be safely bypassed or neutralized.

Pathfinding

Pathfinding Specialty: Cost: +1CP; allows bypass of Concealed Hazards for self and others at Half Speed; allows manipulation of locks and Triggers; d8 Skill vs. Field Hazards



Scouts have the **Pathfinding** Specialty, giving them the ability to recognize hidden dangers, disarm traps, and safely navigate dangerous terrain. Moving at Half Speed, a Scout is immune to Concealed Hazards, and he can use his Action to safely lead any number of units safely through along with him. He can also use a full-round Action to locate, access, and operate enemy Mechanisms, allowing him (for instance) to bypass, disarm, or re-arm Triggers, to pick basic locks, or to reprogram office security turrets to fire on corporate vice presidents.

For any Skill roll related to a Field Hazard or Mechanism, Pathfinder allows a Scout to roll a d8 rather than a d6.

Stealth

Stealth Specialty: Cost: +2CP; adds 1/3 cover; allows Invisibility

A Scout's abilities in avoiding danger extend not only to environmental Hazards, but to active enemies as well. Through camouflage, misdirection, social anxiety, and the obsessive-compulsive drive to minimize his own presence in any situation, a Scout's **Stealth** gives him one more point of cover than logic would suggest. In a completely exposed position, a Scout has an effective 1/3 cover (-1 Attack Penalty for anyone targeting him). In 1/3 cover, Stealth makes it 2/3 (-2 to be attacked), and in 2/3 cover the Scout is effectively completely invisible (-5 to enemy attacks, if they even know he's there at all).

If a Scout is invisible to all enemies at the beginning of his turn (that is, he has at least 2/3 cover from any enemy unit on the field capable of spotting him), he can use his Action to make his Stealth complete and be considered **Hidden**. The Hidden Scout is removed from the field, and a **Last Known Location Marker** (often a flag or red brick "X") is added in his place. His player places a single pip next to the Marker (a 1x1 brick, normally), used as the first in a pile of counters to keep track of how many turns the Scout has remained Hidden. At the beginning of each of the Scout's subsequent turns, he may use his Action to remain Hidden, and his player will add an additional turn counter next to the Marker each time.

While Hidden, a Scout may not use his Action for anything except staying Hidden, but otherwise there's nothing to prevent him from secretly moving around the whole time. The player controlling him may try to keep mental track of where he's moving as the battle progresses, but it's more fun if he doesn't. It's better to wait and reveal that Scouts have coincidentally taken exactly the most convenient path to the coincidentally most convenient spot once they become visible again.

When a Scout decides not to use his Action to remain Hidden at the beginning of a turn, the player controlling him gets to decide where he spent all that time moving to. For every two turn counter pips next to the Scout's Last Known Location Marker, the Scout is considered to have spent one full turn of Movement while Hidden (Stealth requires a lot of holding still and moving slowly, so the Movement for the other half of the turns is wasted). The player can move the Scout from the Last Known Location Marker to any position he could have reached within that many turns of Movement.

When the Scout's location is revealed, the nearest enemy unit to the new position may attempt to **Detect** him, making a Skill Roll against the number of inches between himself and the Scout. If the Skill Roll is less than that number of inches, then the Scout was not Detected and arrives safely. If the Skill Roll equals or exceeds the number of inches, then the Scout was Detected before he reached the position where he planned to appear. The Detecting unit can choose any position along the Scout's Hidden Movement for the Scout to appear instead, up to a number of inches away from himself equal to his Skill Roll.

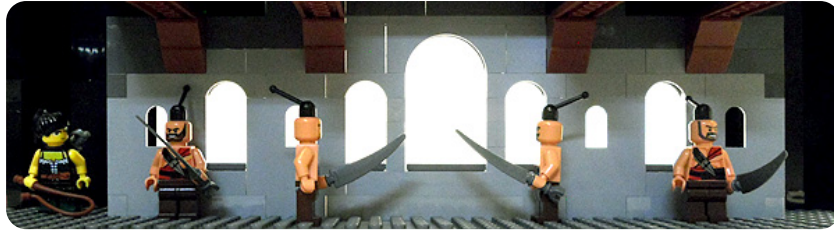
Navigation Changes

Stealth can be tricky to keep track of when the physical structure of the battlefield can change from turn to turn.

When a major navigation route is altered, it's a good idea to check the distance to any Invisible units' Last Known Locations and determine whether they could have made it through before the change. Even if he has no plans to cross a bridge that just got destroyed, an Invisible Scout may want to check the distance and announce "Remember that I could have made it across this bridge if I needed to," in order to keep his options open later.

Unlikely Detection

Detecting units don't have to be able to see an area in order to Detect a Scout there. Even with their vaunted Stealth, Scouts have been known to clumsily betray their location with the noise of a snapping twig or the whiff of an unplanned fart, just like the rest of us.



Example: Silaqui the Stealthy needs to sneak past the Peach Pasha's guards in order to infiltrate the Peach Palace.

Luckily, there are alcoves at both ends of this hallway which offer convenient hiding places. Hiding in the alcove to the left, Silaqui can't be seen by any of the guards, so she uses an Action to become Hidden. Placing a green flag to mark her Last Known Location, she waits for her chance to sneak to the other alcove.



After a number of turns, there's a disturbance outside! Silaqui's friend, Svetlana the Strumpet, was strolling past the windows and has caught her dress on a cactus spine. Somehow Svetlana is unable to prevent the cactus from pulling her dress off repeatedly, and the guards rush to assume close observational roles in case she needs any assistance.

Six turns have passed since Silaqui became Hidden, and so she has three turns of Hidden Movement to spend. Her regular Move is 5", so three turns' worth is 15". This is more than enough for her to reach the opposite alcove 13" away.

Much to Silaqui's surprise, the guards aren't the ones she needs to worry about. Her plan-wrecking foe, Trollface, has already snuck in through a secret passage!



Waiting only three inches away from the point where she hopes to arrive, Trollface has a good chance of Detecting her on his 1d6 Skill Roll. He rolls a 6, plus an additional 1 on the Bonus Die, for a total of 7. Trollface detected Silaqui when she was up to seven inches away from him, so she never reached the alcove.



Elements shown: LEGO

Trollface's player looks backwards along Silaqui's path to find the point that's the maximum seven inches away from Trollface. Unfortunately for Silaqui, this means she was Detected smack dab in the middle of the four Peach guardsmen when she was discovered, and now they're even angrier than usual because she's interrupted an important observation mission. She still has her full Movement and Action to spend to try and get out of this tricky situation, but four against one makes for tough odds.

Note that Silaqui can be Detected next to the guardsmen even though Trollface can't see that location from his

position. He undoubtedly recognized the smell of her perfume, and once one unit Detects a Hidden minifig, they all do.

Tracking

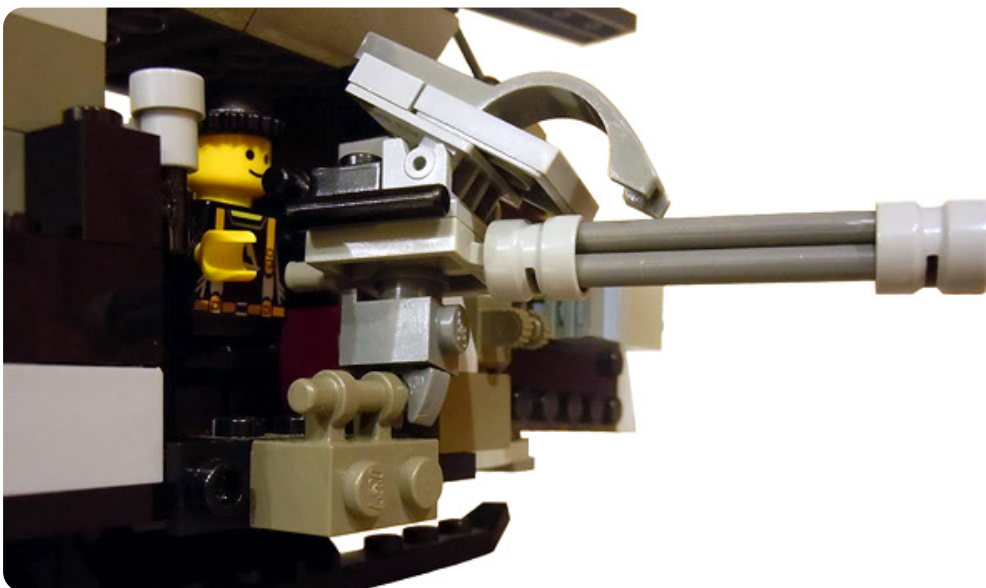
Tracking Specialty: *Cost: +1CP; automatically Detects Stealth; allows Marking of targets for +1 Attack Bonus*

Besides being masters of Stealth, the Scouts' keenly-refined paranoia and sixth sense for danger also makes them masters of Detection. Except when the Scout is busy with remaining Hidden himself, the Stealth bonuses of any enemies within his field of view are canceled, and hidden and Invisible units and objects are automatically revealed to him and his allies.

A **Tracking** Scout's player may have to ask a Hidden unit's player whether or not the unit is within the area of his Scout's field of view, since it won't always be obvious. If the opponent decides his Hidden unit is within the area, then the unit is revealed immediately. If it isn't in the area, but its hidden movement path crossed through the area, then the Tracking Scout detects the unit's trail. The Hidden unit's player must move the Last Known Location Marker along the unit's hidden movement path to wherever it exited the area, spending turn counter pips as necessary to do so. If the Hidden unit is not in the area, then its player must say so, and may not later choose a path that would have taken it through that area before that turn.

A Scout is able to instantly communicate detected enemy positions to all of his allies. The Scout can use an Action to take this ability one step further, pinpointing a nearby target precisely and **Marking** it for allies to attack. The Scout must be within 8" of the target and able to see it. The Marked target is considered visible to all allies, which is useful for firing artillery shells or archery volleys over the top of an obstacle at enemies hiding behind it. All allies making Ranged attacks on a Marked target receive a +1 Attack Bonus ([5.1: Making Attacks](#)). Marks are not cumulative; even with multiple Marks, the Attack Bonus is still +1. The Mark lasts for as long as the target remains still, although the Scout is free to re-Mark it every turn if it tries to move elsewhere.

8.6: Manning Guns



Every soldier in Robot Monkey's Republic of Independent Nations dreams of being assigned to a helicopter door gunner position. Minifigs love miniguns.

Firing Weapons

In normal situations, firing a large weapon is just like firing a small one, except with bigger numbers attached. The attacker chooses a single target and may fire any number of weapons of a single attack type (either ranged or melee) at it, up to his Weapon Size limit (8.1: [Weapon Size](#)). The attacker uses his Action to make the attack, checks the Range to the target, makes a Skill Roll with the usual Attack Bonuses and Penalties, compares the result to the Use rating of the weapon, and, if it hits, rolls the Damage and applies the result accordingly (5.1: [Making Attacks](#)).

Controls

Controlling a minifig-scale weapon is a simple affair. A minifig has perfect control of a sword or pistol as soon as his hand's on the grip. On larger weapons, like intercontinental ballistic missile silos, orbital laser satellite arrays, or Bagger 288s, the controls can be far removed from the business end of the weapon itself. While **Controls** may be mounted directly on a weapon, they're just as often found in an attached Gunner's seat, the cockpit of the vehicle on which the weapon is mounted, or in a remote weapons control station within a nearby bunker.

Except when there's a specific reason to the contrary, all modern or futuristic military vehicles include Controls for the weapons systems in the cockpit, even if there are separate Gunner's stations.

In some cases, a single weapon may have Controls in several locations, leading to possible conflict if opposing forces gain access to different control sets. While each player's forces can fire a given weapon only once per turn, any unit with access to Controls can use an Action to **Interfere** with a unit attempting to operate the weapon from a different set of Controls, rolling his own Skill and using the result as a Skill Penalty to the attacking unit's Attack Roll.

In the rare case that minifigs from allied teams find themselves at the same set of Controls, they cannot each operate the Weapon on their own turns – that would unfairly double the Weapon's abilities. Whether Weapons, Devices, or Propulsion systems (9.4: [Piloting](#)), a minifig can only Operate a system if none of its allies used the same system on their previous turn. This special limitation only applies to allies. When enemies commandeer a set of Controls, they can make full and immediate use of them. This is justified by the fact that it's much funnier to let hijackers have instant benefits than to give the original owners any time to react.



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

Elements shown: LEGO

Manual Fire

"Official" construction-toy designs often have projectiles that can really be fired, whether powered by springs, rubber bands, or the flick of a finger.

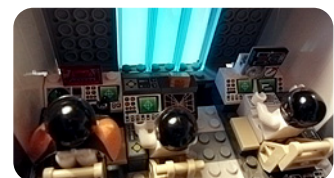
If you'd like to fire one of these weapons by hand rather than rolling dice to make an attack, consider the following rules:

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

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

Disarray: Unless there's some reason otherwise, units or objects knocked over by the projectile should stay knocked over in the game.

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



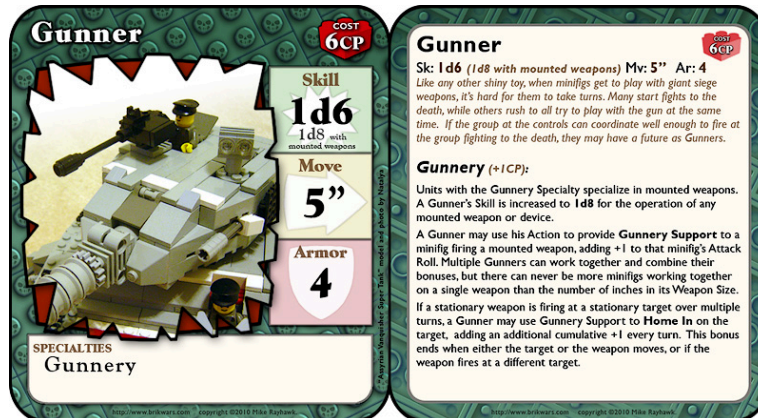
The Barracuda Light Assault Carrier is much too large for crewmen to operate the main

guns directly. Weapons control is handled from the bridge.

Photo: fredde
from "Barracuda light assault carrier"
Elements shown: LEGO

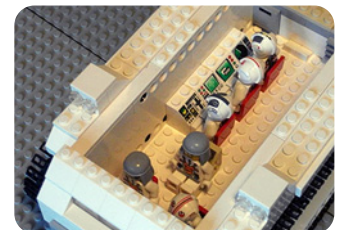
A Mechanik (7.3: *Field Construction*) can jury-rig new Controls for a weapon, even if the weapon is still controlled by one or more opponents at a set of Controls elsewhere. However, the new Controls must be attached to the inner workings of either the weapon or the machinery it's mounted on, not to the outer plating - the Mechanik will have to crack the armor open before he can start messing with the innards.

The Gunner



(Download the Gunner card)

Even without training, any minifig off the street who gains access to a mounted weapon's Controls can successfully operate it, although not necessarily very well. The Use requirements of mounted weapons go up very quickly as they increase in Size, making attacks much more difficult than with handheld weapons. Especially for very large weapons, it's best to have a trained **Gunner** or three at the controls.



Gunnery

Gunnery Specialty: Cost: +1CP; d8 Skill with mounted weapons; allows Gunnery Support Action



The Gunner is a unit that specializes in the operation of mounted Weapons. For any Skill Roll related to the use of a Weapon mounted on a Creation, **Gunnery** allows the Gunner to roll a d8 rather than a d6.

Besides firing large Weapons with greater Skill than usual, Gunners are also trained to work in teams to fire Weapons more accurately and effectively. Any unit with the Gunnery Specialty can spend its Action to provide **Gunnery Support** to another unit operating a large Weapon, granting it a +1 Attack Bonus to fire. This bonus is cumulative, adding additional +1 Bonuses for every Supporting Gunner, but the number of minifigs in the firing team (the firing minifig plus the minifigs providing Gunnery Support) is limited to the number of inches in the Size of the Weapon, and each minifig must be able to access the Weapon or a working set of Controls for it.

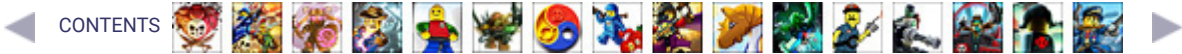
Praetorian Zephyr-class tanks are best supported by a full field artillery team. One or more Scouts act as forward observers, using *Stealth* to approach targets closely enough to Mark them for attack, while a team of Gunners remain within the vehicle to provide Gunnery Support to the lead Gunner firing the weapon.

Photos: dilanski
from "Praetorian Vehicles (Tank Quad-Bikes and assault Jeep)"
and "V4 Zephyr Class Heavy Tank"
Elements shown: LEGO

The exact nature of Gunnery Support depends on the Weapon and the technology involved. The Gunners may be calculating trajectories, feeding ammunition belts, establishing target locks, or

sacrificing captives to the gods of metal and mayhem.

As long as the Weapon keeps firing at the exact same point, and neither the Weapon or the target move, there's no need to keep recalculating trajectories - the Attack Bonuses from Gunnery Support can be considered permanent until the Weapon moves or aims somewhere else. If it continues to pound that same target over several turns, the Gunners can learn from the attack results and **Home In** on the target. When their previous Gunnery Support bonuses are already considered permanent, for each new attack they can add their Gunnery Support again, accumulating bonuses over time until it becomes almost impossible to miss (ignoring the ever-present possibility of Critical Failures, of course).



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