

MOC Combat

MOC (mŏk)

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

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

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

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

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

MOC Combat

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

Making MOCKeries

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

- Aristophanes

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

MOC Glossary

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

Element: Any of the discrete physical pieces used to build a Creation, broken down to their

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

Design Overview

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

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

smallest individual units. The elements of a brick-built Creation are the bricks. The element of a teddy bear is a teddy bear. The elements of a modeling-clay blob monster are a matter of philosophical debate.

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

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

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

Official Toy Company Models

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

Implied Ladders

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

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

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

Implied Walls

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

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

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



With no ladders, controls, or means of propulsion, the owner's manual for this siege tower must be truly fascinating.

Elements shown: LEGO Set 8875: "King's Siege Tower," slightly modified

Ablogical Binding Substance

Ablogical Binding Substance is the material from which the engineers of Galactik Civilization build all important constructions. Its mysterious properties allow fuelless vehicles, impossible structures, rebuildable lifeforms, and completely unexplained sources of energy, thought, and motion - in short, all the inexplicable Plasticity that makes a BrikWar work. The reality-warping effects of ABS allow Mediks to bring dead soldiers back to life, Mechanics to create vehicles from debris in seconds, common housepets to mutate into

unstoppable monsters, fully-staffed castles to materialize next to military bunkers, pirate ships to sail in outer space, and armies from parallel universes to arrive at the wrong battlefields a thousand years early.

While the strange influence of ABS can never be fully defined or understood, minifig Mystiks believe that the effects radiate in tune with an underlying Farce that binds all briks together. Under the influence of this Farce, impossible and ridiculous events occur according to how entertaining they are, rather than respecting any normal rules of probability.

While this serves almost exclusively to make the universe more Ossum, there can be negative effects where cynicism and frustration take root. Minifigs succumbing to the Snark side of the Farce are dangerous opponents of fun, but for the heroic forces who are willing to face them down and destroy them, these enemies become nothing but further opportunities for glory.

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

Evidence of ABS having existed in previous universes reaches as far back as the 1,963rd RetKon, making it retroactively older than any known form of life by the span of over a dozen universes. It is believed that the presence of ABS plays a crucial role in the Reconstructability of destroyed realities, and in the slow development of complex life forms over many iterations.

(BrikWiki entry: **Ablogical Binding Substance**)



Under the corrupted ablogical effects of Counterfeit Leg-Ore, minifigs fighting under a CLOan Brand become warped and distorted, as if they were incompetent forgeries made victim to shoddy manufacturing practices.

Fancy Dice

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



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

Elements shown: dice

The wider range of dice are treated the same in MOC Combat as the d6es and d10s in the Core

Rules (1.2: Numbers). Each is referred to by its number of faces (a four-sided die is called a "d4"). Any roll in which all the dice come up with a result of "1" is considered a Critical Failure, and any die that comes up on its highest-numbered face (an 8 on a d8, a 12 on a d12) generates a Bonus d6 for the roll (with the exception of the d4, which only ever generates Bonus d4s).

While all dice are handled in a roughly similar way, they each have an individual flavor dictated by tradition and superstition.

The Incompetent D4

Shape: Tetrahedron **Average Value:** 2.5 (3.33 with Bonus d4s) **Used for:** Mindlessness



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

As far as minimum performance standards go, this isn't a tough one to meet, but a **d4** can't manage even that much. Numbers are scattered helter-skelter all over every face, and not a single one of them is "up." Players need a secret decoder ring just to figure out the result of the roll.



A d4 inspires a Mega Blok to set his own head on fire.

Elements shown: Mega Bloks, LEGO, d4

D4s aren't even that great when used as caltrops, since construction bricks have sharper corners and players usually have a lot more of them.

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

The d4 is unique in that it doesn't earn Bonus d6es. On a roll of 4, all it gets is another Bonus d4.

The Basic D6

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



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

Because the majority of units and weapons are based around the d6, players may end up needing huge piles of them if the battle is very large. Fortunately most gaming hobby shops sell uniform dice blocks of a few dozen small d6es for fairly cheap. Dice blocks in contrasting colors make the game experience a lot smoother, since every player will have plenty of their own dice and they won't have to keep passing a limited supply around the table.



This minifig's weighted companion d6 is a source of comfort and stability, thanks to its reliable ability to spawn ridiculous violence.

Elements shown: LEGO, d6

The Specialist D8

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

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



One of these ninjas is much



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

better at camouflaging himself against this black d8 than the other two.

Elements shown: LEGO, Mega Bloks, d8

The Heroic D10

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



If something really awesome is happening, odds are good that d10s are involved. The **d10** is used for siege-level weapons, vehicles, creatures, and fortifications, as well as for Heroes. They are also the die used for Explosion Damage, where the number of d10s determines the radius of an Explosion.



Where d10s are involved, there's no such thing as too over the top.

Elements shown: LEGO, Brickarms, d10

The SuperNatural D12

Shape: Dodecahedron **Average Value:** 6.5 (6.85 with Bonus Dice) **Used for:** Magikal, divine, and extradimensional effects



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



This purple wizard uses his SuperNatural powers to create a pink line of My Little Undead Pwnies.

Elements shown: LEGO, d12

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

The Nonpossible D20

Shape: Nonexistent Icosohedron **Average Value:** Null **Used for:** Ensanity

The **d20** is reserved for BrikThulhu alone. Even the tiniest brush with the effect of a d20 is rumored to strike a minifig cripplingly sane.

Humanity



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

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

- Carl Sagan

When grappling with the infinite possible universes incipient in a Human's pile of bricks, the construction of singular physical Creations is only a tiny first step. The realities in which those Creations exist are weak and nebulous, only gaining definition as Humans stage battles and adventures within them. The Humans' parasitic enjoyment of the ensuing destruction is the catalyst around which new BrikVerses coalesce and take form.

The Kanon

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

- Margery Williams, The Velveteen Rabbit



Displaying the worst excesses of stability and peacemongering, the Kanon-killing obstructionist bureaucracy of the Allied

Nations of Galaxia
Nehellenium are remembered
as a cautionary example.

Photo: Colette
from "Treaty of Planet Versailles"
Elements shown: LEGO, printed flags

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

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

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

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

The Loser can immediately modify the new Kanon with a "BUT ALSO" effect. The modification can add nuance but can't counteract or nullify the Winner's new Kanon, as judged by the group. Once again, as long as no one objects, the Loser's caveat becomes Kanon as well, and the group can either move on to the next most important event or declare their Kanonical meddling complete.

Kanon Example: Mechs Versus Zombies

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

First Kanon: The unanimous high point of the battle was when Avery's mech killed Manda's airborne burning zombie dragon by (not entirely intentionally) jumping up into its butthole and self-destructing. Avery is declared the Winner, and Manda the Loser.

Kanon Fodder

Dramatic, memorable, and awesome elements have a large Kanon, especially as they become entangled and reinforced with other Kanon events and characters from the same timeline. Boring, forgettable, and lame elements have a tiny or even inverted Kanon, and Humans will work to rationalize them out of existence.

A powerful enough Kanon has the strength to fire on history retroactively, even to the point of obliterating lesser previous Kanons in the process. This is known as a RetKon.

The appearance of a sword that has slain a thousand demons implies the existence of not only a past war in which a thousand demons were slain, but the creation of a race of demons in the first place, and a realm from which they sprang. The magnitude of this Kanon depends on whether there are Humans with the interest and motivation to imagine these new elements and RetKon them into existence. An unimpressive Kanon means that the Humans just ignore these details or hand-wave them away without further thought.

Story Negotiation

BrikWars' tactical rules exist only to serve as a vehicle for the stories generated by the Humans' imaginations. When the Humans' story requirements come into conflict with the wargaming rules, the stories win by fiat.

With few limits on the power or scope of the Humans' story-generating abilities, there is always the potential for one Human to ruin the game for the others.

Whenever you are creating new facets of Kanon, narrating the result of a What I Say Goes roll (1.4: The Spirit of the Game), or describing a Heroic Feat (6.3: Heroic Feats), remember that you are setting the tone for the stories your opponents will be inflicting on you just as hamfistedly.

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

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

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

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

Toby: "BUT ALSO... they have a weakness against water attacks!"

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

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

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

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

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

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

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

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

Whenever other players are imposing their own story elements on the game, listen closely to learn what levels of power, violence, and comedy they think are appropriate. The game is most fun for everyone when all the players are on the same page.

If other players try to abuse their powers to end the game cheaply or to remove themselves from it, it's an immediate signal to pause the game and find out why.

If they're sabotaging the game because they're too frustrated to continue, find out what went wrong, and figure out how to improve it in the future. Feel free to cut the battle short as necessary. There's never any reason to continue a battle that's stopped being fun. Knowing who "won" in the end isn't essential to developing good Kanon.

If they're sabotaging the game because they're assholes, on the other hand, it means they're assholes. This is valuable knowledge. You now know not to invite them to future games.

Inductive Konstruktivism



The underlying nature of the BrikVerse, according to the best observations of minifig science, is an irrealist kosmology resulting from inductive konstruktivism via the introduction of Kanon.

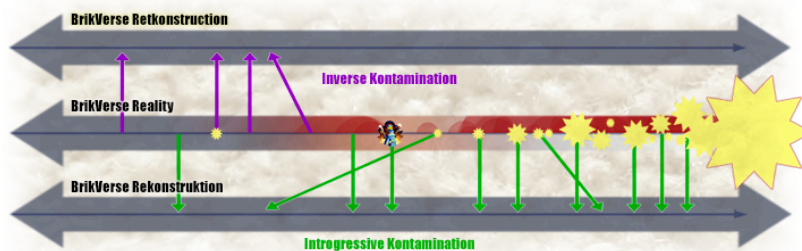
The BrikVerse came into existence with the most significant Kanon event to ever occur: the appearance of the Deadly SpaceMan. The DSM's unprecedented Ossum created a force of Kanon which expanded forwards and backwards in time, creating both a past series of events leading up to his appearance and a future set of events resulting from it.



In the course of everyday BrikVersal time, one event leads to another in sequence, in a manner familiar to Humans. However, as shown by the arrival of the Deadly SpaceMan, events that are particularly notable or disruptive can gain the power of Kanon and force changes to events elsewhere on the timeline for the sake of internal konsistency. Changes to past events are called Retkons and occur by a process of inverse kausality.

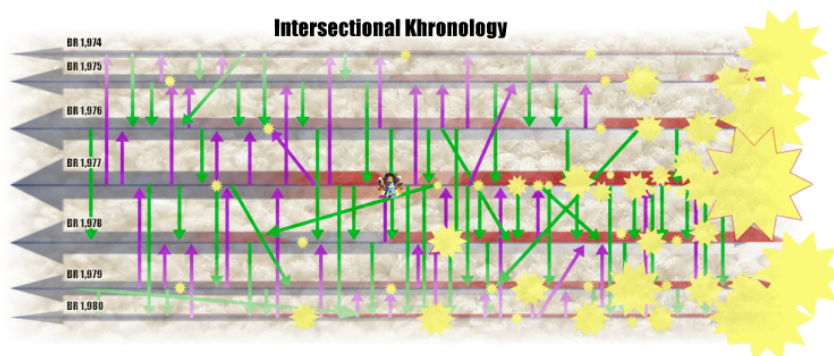


The Deadly SpaceMan was Ossum to begin with, and as the DSMs multiplied, their Ossum compounded exponentially. The unstoppable killers organized into warring DSM empires that conquered the entire original BrikVerse. The DSM Wars accelerated the generation and magnitude of Kanon so quickly that new events were Retkonning themselves faster than they could even occur in the first place, finally culminating in a recursive cascade collapse singularity. The entire BrikVerse timeline and everything in it detonated outward in an explosive Kanon ball.



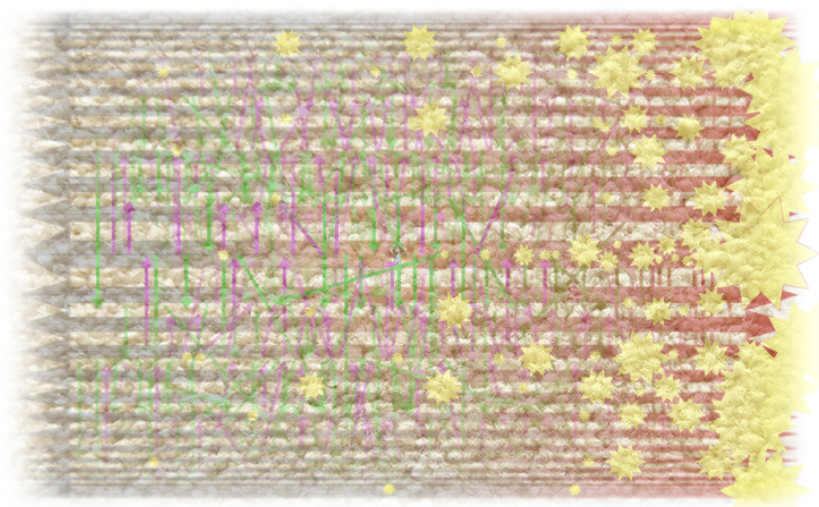
Just as the first DSM's arrival caused the generation of both past and future reality, the destruction of the DSMs' BrikVerse created both preceding and subsequent generations of BrikVerses.

Incomplete and scattered chunks of the original BrikVerse's history and reality, known as Particle Kanons, acted as seeds of Ossum for new and rekonstructed BrikVerses. Events and characters from the original Kanon reappeared in the new timeline, but not always in the correct order or locations, and the empty sections of history that weren't able to hide and avoid Human detection were forced to fill themselves in as best they could along slightly different lines than the original version.



Naturally, some Particle Kanons carried Deadly SpaceMen along with them, and the introduction of DSMs into the new BrikVerses had the same result as in the original. Their influence caused inevitable escalating Ossum until

Infinite Kanon was breached and the new BrikVerses exploded as well, sending chunks of themselves forward and backward into Rekonstructed and Retkonstructed versions of their own, and even paradoxically re-seeding each other and the original BrikVerse from which they'd been spawned.



The compounding effects of infinite Particle Kanons from each timeline influencing all other timelines resulted in densely inter-konnecting versions of each discrete timeline. Each of these in turn exists in self-conflicting versions with its own NegaVerses and other mirror dimensions under the stewardship of unwitting and unrelated Humans.

Beige Reality-Interwarping Karpet



This vast network of intersecting Kanon is all woven together in the cross-dimensional multiversal warp that makes up the underlying fabrik of reality: the Beige Karpet. All of the prime rectangular planes of reality, including the Dining Room Table, the Bookshelves, and the Work Desk, have the beige karpet as their supporting foundation.

(BrikWiki entry: [Rekonstruction](#))

