



Глава четвёртая: Ход игрока

«Искусство войны достаточно простое. Узнай, где твой враг. Связаться с ним как можно скорее. Бей его из всех сил и двигайся дальше.»

- Улисс С. Грант



Движение



Бой



Реакция

Во время хода игрока каждый из его юнитов может выполнять любое **движение**, разрешенное её статистикой Хода, и каждый может совершить одно крупное **действие** (желательно атаку). А пока, вражеские юниты с неиспользованными действиями, оставшиеся с предыдущего хода, могут их потратить их в **ответе противника** на поведение активного игрока.



Тройку БрикТулхиан можно считать символом цикла движения, действия и реакции врага. Но с другой стороны, можно считать, что это отражает практически всё.

4.1: Движение

«Даже если ты на правильном пути, тебя могут переехать, если просто сидеть там.»

- Уилл Роджерс



Во **время движения** рейтинг Move минифигурки 5" позволяет ему Двигаться на пять дюймов в любом направлении — он может пробежать через пять дюймов ровной местности, подниматься по лестнице или лестницам высотой пять дюймов, или перепрыгнуть через пять дюймов пропасти.

Его движения ограничены в нескольких аспектах. Он не может пройти препятствия или прыжок выше 1" (три кирпича) за один раз прыгай. Сложные типы перемещения могут стоить дополнительных дюймов движения в качестве штрафа или уменьшить минифигурку до половинной скорости. Движение, требующее использования обеих рук (например, плавание, ползение или лазание по верёвкам и лестницам), не позволит минифигурке использовать эти руки для атак или других ручных действий.

Если минифигурка движется в пределах досягаемости ближнего боя к противнику, у

которого ещё есть Действие, предполагается, что противник автоматически атакует его, если только соперник не скажет иначе. Если минифигурка выживет и решит чтобы противостоять атаке, они оба вступают в ближний бой (5.2: *Ближний бой*) и Передвижение минифигурки завершён для Поворот. Если нет, то он может продолжать двигаться нормально.

Ограниченное движение

Минифигурка не всегда способна бегать на полной скорости. Мелкие действия могут отнимать время от движения минифигурки, расходуя несколько дюймов его движения за **действие** движения, а не только основное действие в ходу. Сложные условия передвижения, распространяющиеся на поворот, могут замедлить его **до половины скорости** или полностью остановить. А если его резко снесёт с ног — будь то толчок, взрыв или отчаянное ухождение с пути надвигающейся гибели — он на мгновение становится **нарушенным** и беззащитным.

Общие затраты на перемещение			
Пример	Стоимость	Пример	Стоимость
Болтать, произносить остроумные реплики	(<i>бесплатно</i>)	Прыжок через пропасти	(<i>бесплатно</i>)
Управление защёлкой, рычагом, кнопкой или дверью	(<i>бесплатно</i>)	Подъём по лестнице, пандусам или лестницам	(<i>бесплатно</i>)
Управление компьютером или управлением транспортным средством	Обездвиженные	Лазание по верёвкам, деревьям или скалистым утёсам	Половинная скорость
Извлечение или ухождение оружия в кобуру	(<i>бесплатно</i>)	Передвижение в грязи или густой растительности	Половинная скорость
Подбор или сброс предметов снаряжения	(<i>бесплатно</i>)	Пойман в сеть или ловушку	Обездвиженные
Поднимать более тяжёлый предмет	-1" движение	Остановка для наведения атаки	Обездвиженные
Переноска или перетаскивание тяжёлого предмета	Половинная скорость	Опускаться в сидячую позу, стоять на коленях или Положение лежа	(<i>бесплатно</i>)
Ходьба в бронежилете	-1" движение	Вставая из сидячего положения или	(<i>бесплатно</i>)

		на коленях Позиция	
Ходьба в тяжёлой броне	Половинная скорость	Вставая из лежащего или нарушенного положения	-2" Move
Надевая доспехи	Обездвиженные	Ползти или волочиться по земле	Половинная скорость
Снятие брони	-1" движение	Прыжки или прихрамывание на одной ноге	Половинная скорость
Плавание	Половинная скорость	Сбитый толчком, взрывом или столкновением	Нарушение
Плавание в броне или уже половинная скорость	Обездвиженные	Отпрыгивая в сторону	Нарушение

Действия движения Хотя

минифигурка ограничена одним основным действием на ход, там это менее значительные действия, которые слишком малы, чтобы их считать против этого предела. Действия, не требующие особого внимания, прицеливания, или броски кубиков, считаются **действиями движения** и рассматриваются как часть обычного движения, а не как расход основного действия минифигурки на ход. В зависимости от времени и усилий, действия движения могут расходовать часть дюймов движения юнита или снизить скорость передвижения до половины.

Очень простые действия, например, поднять вещи или роняет обычные предметы снаряжения, ведёт разговоры или чихает, Не замедляйте минифигурку вообще. Более сложные действия, например, поднятие тяжёлого объект (до размера минифигурки или кирпича 2x4), снятие брони или одежды, или запираение двери — стоило 1" Передвижения — для этого потребовалось небольшое Сколько времени, и теперь у минифигурки меньше времени на переезд.

Действия с половинной скоростью

или условия, которые активно нагружают минифигурку, такие как ношение тяжёлой брони, переноска тяжёлого предмета (до размера минифигурки или кирпича 2x4), или выполнение сложных перемещений с использованием обеих рук (плавание, ползение, лазание по верёвкам и т.д.), снижают скорость передвижения минифигурки до **половины** скорости. Для минифигурки, движущейся на половинной скорости, вся перемещение стоит вдвое больше обычного количества дюймов движения — то есть перемещение на два дюйма физического расстояния стоит четыре дюйма движения. Минифигурки, движущиеся на половинной скорости, не могут прыгать или летать с крыльями (если это крылатые единицы; другие типы полёта могут всё ещё работать). Минифигурки с половинной скоростью всё ещё могут забираться в транспортные средства или седла, как обычно.

Если минифигурка уже уменьшена до Половинной скорости, дополнительные условия



Когда его корабль получает серьёзные повреждения, Оскар Сильный решает снять броню, чтобы не рисковать утонуть, если корабль затонет.

Фото:
Скретч из «You Can't Escape the Miles: Turn 6»
Показаны элементы: LEGO

Половины скорости не влияют — он всё ещё находится на Половине скорости. Важное исключение — когда он плавает; Минифигурки, которые пытаются плыть в доспехах или с тяжёлыми предметами, обездвижены и могут утонуть, если не избавятся от бремени до конца своего хода.

Независимо от Половинной скорости или обездвиживания, минифигурка всё равно может тратить дюймы Движения на выполнение обычных Действий Перемещения, если это имеет смысл; Он может быть обездвижен, попавшись в медвежью ловушку, но это не мешает ему потратить пару дюймов, чтобы открыть аварийный щит и нажать кнопку самоуничтожения, если она находится в пределах досягаемости вытянутой руки.

Disruption

Events that knock a minifig violently off his feet, whether voluntarily or otherwise, cause him to become **Disrupted**. This most often happens when a minifig is knocked over by the effects of a Shove, Explosion, or Collision, or when he's forced to Bail out of the way of oncoming damage.

A Disrupted minifig is momentarily helpless, and may not attempt any further Movement or Action until his following turn, not even to Counter a Close Combat attack. He is considered an inanimate object, granting +1 to target with Ranged Attacks, and Automatic Hits for attackers standing close enough to touch him directly.



Disrupted, skewered, and surrounded by hostile gunmen, a Warhead Shard is still a dangerous adversary.

Photo: Maverick
from "A familiar face"
Elements shown: LEGO, BrickArms

Heroes can attempt to use Heroic Feats even while they're Disrupted, sometimes allowing them to move or act when they normally shouldn't be able to.

On its following turn, a Disrupted minifig may spend 2" of Move to recover and stand up again, and may once again behave as normal. For Disrupted minifigs wearing Heavy Armor, recovery is more difficult. Unless they have assistance, standing up and returning to readiness is an Extended Action that uses up a full turn's worth of Movement and Action.

Sprinting

"One ought never to turn one's back on a threatened danger and try to run away from it. If you do that, you will double the danger. But if you meet it promptly and without flinching, you will reduce the danger by half. Never run away from anything. Never!"

- Winston Churchill

When speed is critical, a minifig (or any mobile unit) can **Sprint**, giving itself extra inches of Move for the turn equal to its Skill Roll, as long as the minifig's entire Movement for the turn (including the Sprint) is in a straight line. The Sprinting unit's path may go up or down and over any obstacles that it could leap over without having to climb, but it may not turn to the right or left by even a tiny amount.

Sprinting minifigs may not perform any Move Actions that cost inches of Move. Minifigs moving at Half Speed, on the other hand, can still put in the effort to try to Sprint, but the extra Sprint inches are also Half Speed.

Sprinting costs the unit's Action for the turn, although it may be combined with a Charge attack



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

Photo: Shaun Sullivan
from "Ghoirboy: images for a very twisted story"
Elements shown: LEGO

as a special type of combined Action (5.4: Charge!).

The Skill roll for Sprinting can benefit from Bonus Dice like any other roll (1.2: Numbers) - the extra dice keep adding more inches to the Sprint, potentially allowing truly ridiculous straight-line speed. By tradition, if a series of Critical Successes in a Sprint roll suddenly ends with a roll of one, it's a special kind of Critical Failure - the unit is unable to stop itself, and must run the full distance allowed by the extra Bonus Dice, even if he runs into a wall or off the table.

4.2: Action

"Action speaks louder than words, but not nearly as often."
- Mark Twain

 Any act that requires a minifig's attention, focus, or concentrated effort is an **Action**. Due to limits on time and minifig brainpower, a minifig may only take one such Action per turn. He may use his single Action before, after, or in the middle of his Movement, but he only gets one, so he should spend it wisely (which is to say, as unwisely as possible).

In ideal circumstances, a minifig will almost always use his Action to make an Attack (5.1: Making Attacks). But even the most belligerent minifigs will concede that less direct types of Actions are sometimes called for in order to set up better Attacks later.

Use Ratings

Minifigs are clumsy and easily distracted, and Actions are rarely automatic successes. Each Action is given a **Use** rating describing its relative difficulty. Except for the most trivial types of Action, a minifig attempting an Action must make a **Skill Roll**, rolling the die in his Skill rating to see if his attempt succeeds. If his Skill Roll is equal to or higher than the Action's Use rating, then the Action is a success. If it is lower, the Action fails, and the minifig suffers whatever consequences logically result.

Use:	Difficulty	Attack Example	Other Examples
-	trivial (no roll required)	kicking a corpse	putting pants on; stacking bricks
2	easy; almost always succeeds	slashing someone with a shortsword	jumping off a ledge to grab a rope; hacking a U.S. election machine
3	normal; might take more than one try	stabbing someone with a spear	kicking open a regular locked door; mixing complex drinks



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

4	tricky; even odds of success	hacking someone with a halberd	rock-climbing a brick wall; reassembling an unfamiliar rifle
5	difficult	bashing someone with a battering ram	disarming a bomb; winning at Vegas
6	very difficult	crushing someone with a catapult shot	walking a tightrope; performing minor surgery
8	heroic	ruining someone with a wrecking ball	Olympic-level gymnastics; catching a crossbow bolt in flight
10	legendary	destroying someone with deck artillery	hacking into a military satellite dodging concentrated machine-gun fire
12	godlike	obliterating someone with an orbital laser	injuring a Human; performing a judo throw on a T-rex

Weapons and other equipment items have standard Use ratings in their descriptions. Minifigs attacking with or utilizing these items will use those ratings (*Chapter 3: Minifig Weapons*).

Otherwise, there are all kinds of unusual tasks that minifigs might attempt, from the trivial to the impossible, although these are much less common. Most will have a default Use rating of 3; players may agree on a higher or lower difficulty as seems appropriate. For truly exceptional Actions, the Use rating can be so high that minifigs have to pin their hopes on adding one or more Bonus Dice to the roll to have any chance of matching it.

Overskill

No matter how minor or Herculean an Action may be, a minifig of unusual skill or luck can find ways to execute it with extra flair. Any time a minifig makes a Skill Roll to perform an Action, rather than scoring a Critical Success like all other dice (*1.2: Numbers*), a Skill die can earn an **Overskill Benny** whenever it rolls any number six or higher (before adding or subtracting any Skill modifiers). An Overskill Benny can only be earned by the Skill die itself, and only in a Skill Roll; any other dice added to the roll as Bonus Dice or Bennies can only score regular Critical Successes.

While a six is the highest number a normal minifig can naturally roll on his d6 Skill Die, other unit types may have larger or smaller dice. Heroes, introduced in Chapter Six: Minifig Heroes, have a d10 Skill Die, and can gain an Overskill Benny on a natural roll of six, seven, eight, nine, or ten. Incompetent units with a Skill of d4, introduced in Chapter Ten: Creatures, can never roll high enough to gain Overskill. As consolation, they are allowed to earn a standard Critical Success, gaining a Bonus d4 on a natural roll of 4.

An Overskill Benny is like an Instant Benny that can only be spent to the specific Action the minifig was rolling for (*1.4: The Spirit of the Game*). If an Overskill Benny is used to add Damage to an attack, it adds one more of the attack's existing Damage dice. A 1d6+1 Rifle gets an Overskill

bonus of +1d6, while a 1d10 (Exp) Grenade gets an Overskill bonus of +1d10 (Exp), making it twice as Explosive (8.4: *Heavy Explosives*). Otherwise, an Overskill Benny can be spent to add +1d6 to the Skill Roll if necessary, or to any of the Action's existing stats (+1d6 inches to the distance of a Sprint, for instance, but not +1d6 inches to the Range of a Close Combat attack, which has no existing Range stat).

Regardless of Skill or Damage type, any Bonus Dice rolled off of an Overskill die still add a regular +1d6 as normal.

In some cases, rather than adding a die to a stat, the Overskill Benny can be spent to avoid a negative consequence of an Action, such as being Disrupted while Bailing (4.3: *Enemy Response*) - thanks to his exceptional Skill, the minifig is able to stay on his feet. Overskill can also be spent to make an attack more precise: a minifig might spend his Overskill to change "I was shooting at the dragon" to "I was shooting at the dragon's left eye," if his original Skill Roll was high enough to hit the eye despite the extra Size penalties.

Because Skill ratings are always limited to a single die, minifigs can never earn more than one Overskill Benny at a time.

Overskill Example: The Hangman's Gallows

Example: In the excitement surrounding the public execution in Dottingham Square, Thieven Hood has managed to sneak his way onto the town palisade overlooking the plaza. He's too late! The hangman is already pulling the release lever, and one of Thieven's Merry Minifigs is about to take the long drop. Although well aware of the involuntary pants-pooing that accompanies a successful hanging, Thieven is still determined to try to save his minion. He only has one chance: to shoot the rope before it snaps the victim's neck.

This is an extraordinarily difficult shot. Thieven's longbow has a Use of 3 and a Range of 10", but the rope is very small, giving a -2 Attack Penalty for Target Size, and it's a full fifteen inches away, giving an additional -5 to each Skill and Damage die for being five inches Out of Range (5.1: *Making Attacks*). With a Use of 3 and an Attack Penalty of -2, he needs to roll a 5 just to hit the rope; with -5 to every die rolled, it's a long shot by any interpretation.

Thieven Hood makes his Attack Roll and rolls his d10 Skill die. An eight! Because it's a six or greater, it gives him an Overskill Benny to spend on the shot.

He uses the Benny to add +1d6 inches to the longbow's Range for this attack. He rolls a 2, increasing the Range to 12". The rope is still Out of Range, but now only by three inches, reducing the Out Of Range penalty to -3. His Skill Roll of eight is now exactly enough to overcome the combined -2 Target Size penalty and -3 Out of Range penalty; the arrow hits the rope.

The longbow's Damage rating is 1d6+1, but the Damage is also subject to the -3 Out of Range penalty. Thieven Hood rolls a 2 on the d6, resulting in zero total Damage. He's already spent the Overskill Benny on adding Range, so there's nothing more he can do. Although the arrow strikes the rope with perfect precision, it bounces off without effect. The condemned Merry Minifig drops through the trapdoor, the noose snaps around his neck, and the inevitable pants-pooing follows moments later. Thieven Hood, along with the handful of other Merry Minifigs attending incognito, joins the crowd of onlookers in merry laughter at the defecatory spectacle.



Thieven Hood appreciates the inherent humor of a public pants-pooing, as long as it's someone else's pants.

Extended Actions

"Victory belongs to the most persevering."

- Napoleon Bonaparte

Some actions are so involved or time-consuming that they take up a minifig's entire turn, even if they aren't difficult enough to require a Skill Roll. These are called **Full-Round Actions**. Examples include piloting a vehicle, operating a computer, putting on a suit of plate mail, rowing a rowboat, or reading a wargaming rulebook. A minifig who engages in a Full-Round Action can't engage in any other type of Action during the turn, and he can't engage in any other type of

Movement once the Full-Round Action has begun, although he may still be moved around by vehicles or other units (for instance, if the minifig is using a Full-Round Action to ride a horse).

A Full-Round Action that extends over multiple turns is an **Extended Action**. The most common Extended Action for minifigs, often extending over a very large number of turns, is "Being Dead."

4.3: Enemy Response

"Opportunities multiply as they are seized."

- Sun Tzu



If a unit doesn't use its Action on its own turn, it can save it to use in response to other units' actions. A minifig can use a **Response Action** to shoot at scouts as they pop out from behind cover, to whack soldiers that wander into range of his melee weapon, or to punch the self-destruct button when all the invitees have boarded the cruise liner for his birthday party. Of course, his enemies are free to use their own saved Actions during his turn as well, so he should tread carefully!

To make a Response Action, a unit must have an unspent Action from its previous turn. These Responding units may move up to one inch (known as an Angry Inch (5.2: Close Combat)), if necessary, in order to press, grab, or otherwise operate a critical object (to pull a lever or slam a door, for instance), or to position themselves in range of a target for a Close Combat or Ranged Attack.

Cone of Vision

A Responding minifig must be aware of the specific action or movement to which he's reacting, and in a timely enough fashion to make a proper Response. In almost all cases, this means he has to be able to see it. If he sees an enemy soldier raise a rifle and take aim, he may have time to dive for cover; if all he knows is that he heard a gunshot, it's way too late.

A minifig's **Cone of Vision** points in whichever direction his head is facing, and forty-five degrees to either side, making a complete cone of ninety degrees. If an object or event is within that field of view, the minifig can see it; if not, he can't. Whenever it's hard to tell whether or not an object falls within that cone, a quick What I Say Goes roll resolves the issue neatly.

Who Acts First

"Things may come to those who wait, but only the things left by those who hustle."

- Abraham Lincoln

Even if a minifig can see disaster about to strike, he won't always be fast enough to respond in time.

In some cases, a minifig will have plenty of time to make his Response Action. If an enemy's running across an open field with a knife while you're swinging a polearm, or if he's running

across an open field with a polearm while you're aiming a pistol, or if he's running across an open field with a pistol while you're hiding in an underground bunker with a hand on the magma release lever, you are going to have plenty of time to act before he gets close enough to do anything about it. As a rule of thumb, if a target is already within range of a minifig's Response Action when the target still has to move an inch or more before taking its own Action, the minifig will automatically be able to act first during that inch.

In cases where one minifig's Action isn't automatically faster than another's, assume that both Actions occur simultaneously if possible. If a simultaneous result isn't possible, then a minifig moving at regular speed takes his Action before a minifig moving at Half Speed. (A minifig who's at Half Speed due to a heavy burden can drop the burden instantly in order to act or react at full speed.) If both minifigs are moving at the same speed, then both minifigs roll their Skill, and the higher roll goes first.



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

Photo: Alfred Sperdelozzi

Response Action Example: High Noon Shootout

Example: *Two gunfighters meet outside the saloon for a duel at high noon. They eye each other warily, each prepared to draw and fire the moment their opponent so much as twitches.*

On Hairtrigger Wayne's turn, he decides he's going to fire first, and declares his attack on Shoot-Em-in-the-Back Shaun. Shaun declares a similar attack on Wayne as a Response Action. The minifigs fire simultaneously, and both players roll their d6 Skill dice against their pistols' Use ratings of 3. No doubt due to heavy drinking, Wayne rolls a 2 and Shaun rolls a 1; both miss their shots.

Wayne's missed shot flies harmlessly into the distance, but Shaun's shot was a Critical Failure, and the gun goes off before he even gets it out of the holster. Shaun collapses in agony after shooting himself in the foot, and a great cheer goes up from the crowd of spectators who mistakenly assume that Wayne's shot hit its mark.

Bailing

While the recommended Response to almost any enemy behavior is to attack with everything you've got, there are times when a minifig's best bet is to make a desperate leap for safety. He may be dodging an oncoming truck, jumping out of a helicopter that's about to be hit by missiles, or diving behind cover when a machine gun turret opens fire on him.

Minifigs are not able to Sprint as a Response Action. Instead, assuming their movement type would logically allow it, they have the option to **Bail**. A Bailing minifig makes a Skill roll and can dive to any spot within that many inches of his current position, ending up lying prone on the ground and Disrupted.

A minifig who is reduced to Half Speed also Bails at Half Speed, diving only one real inch for every two Bail inches. If a minifig is at Half Speed because he's carrying a heavy burden, he can drop it before he Bails and leap the full distance.



Long before he became the Emperor of Akkadia, the feats of Piltogg were already legendary. Strengthened by the secret arts of Running Five Miles, Piltogg was able to Bail out of a deadly NegaBlok collision in an event known as That Time He Got Hit by a Car but Rolled Out of It.

*Photo: Stubby
from "Path to the Grail, continued"
Elements shown: LEGO, Mega Bloks*



Overskill: *A minifig who rolls an Overskill Benny on the Skill roll for Bailing distance may choose to land on his feet and avoid being Disrupted.*

Because a minifig has to make a Skill roll to see how far he's able to jump, a low roll can sometimes mean that he doesn't Bail far as he needs to, and a Critical Failure means he just slips and falls on his face right where he's standing. If a Bailing minifig doesn't jump far enough to escape the path of an oncoming train, he still gets hit by the train; if he's Bailing to avoid a rifle volley and doesn't quite reach cover, the riflemen just fire at him in his new position instead of his old one.

Rekonstruktion and Retkonstruktion Numbers

Because ABS, whether used as a construction material or as fuel, has the side effect of warping time and space, and because SpaceMen's inborn compulsion to kick ass must inevitably destroy every universe and rip all histories into a nonlinear tangled mess, time in the BrikWars universe is inconsistent and poorly-defined. One might leave in the morning on a brisk walk, and find oneself arriving home 300 years in the past. Two sides of the same street might be on separate planets one day, and interdimensionally superimposed on one another the next. How does one organize a timeline when such extreme distortions are possible?



BrikWars historians order their chronologies by numbered Rekonstruktionen, numbering each reality according to the number of previously destroyed universes by which it was influenced and from which it inherits recycled elements. The timeline in which SpaceMen first arose has been assigned the number 1,978, after Brik science determined that the destruction of the SpaceMen's universe retroactively created 1,977 previous generations of reality leading up to their own. None of these previous Retkonstruktionen (or "Retcons") contain minifigs, but as they get closer to R-1,978, devolved forms of pre-minifig life begin to appear. These proto-life forms occasionally reappear in later Rekonstruktionen, and may paradoxically be the source of the protofig bioengineers responsible for creating the SpaceMen in the first place, who would then go on to bring about the existence of the preceding universes in which the protofigs evolved.

Brik theologians theorize that, because the Universal Ass-Kicking created 1,977 previous generations of reality, it must have created exactly 1,977 generations to follow, and the universe will finally run out of ABS in R-3,955.

Naturally, the great powers of history don't simply disappear at the end of their Rekonstruktion. As pieces of their previous realities shatter forward into new ones, remnants and echoes of their minifig civilizations linger on in the garage sales and discount shelves of history. Some are forgotten and fade away, allowing themselves to be absorbed into new, more popular factions, while a few, such as the Royals, regroup and persist for several Rekonstruktionen in a seemingly endless series of evolved forms.

Some Humans have noted curious synchronicities between Rekonstruktion numbers and Earth years, based on the construction brik sets appearing on retail shelves. The all-destroying invasion of Poop Dragons from the Negaverse in Rekonstruktion 2,003, for example, happens to correspond exactly with Mega Bloks' Dragons line knocking Lego out of its rightful #1 Construction Toy spot in the year 2003, complete with its "Piece-with-Only-One-Purpose" premolded dragons. These are complete coincidences, of course, and no attention should be paid to crackpots and their conspiracy

theories.

(BrikWiki entry: **Rekonstruktion**)



CONTENTS



◀ Back: **Chapter 3: Minifig Weapons**

BRIKWARS 2010: Chapter 4: The Player Turn

Next: **Chapter 5: Combat** ▶