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The Immortal War, завершившаяся Zombie (Zulu) Dawn on Warhead, стала первой по-настоящему эпической кампанией BrikWars Forum, и её герои стали эталоном, по которому оценивались все последующие события.

Мужественный Санта, Лорд Уорхед и силы Зомби Авраама Линкольна сражались со всеми противниками в космическом зомби-апокалипсисе, включая Всемогущего Бенни, надоедливого уборщика и самого БрикТулху, и все они вновь появлялись в битвах игроков по всему миру на долгие годы.

*Персонажи
Warhead из «Зомби (Зулу)
Рассвет»*

6.1: Герой



(Скачать карта Героя)

Некоторые минифигурки просто лучше других; Ты сразу их узнаёшь когда открываешь коробку. Это не связано с талантом, обучение, или генетика; отличительной чертой, отличающей **Героя** от менее значимых минифигурок, является стильный наряд. С самыми блестящими доспехами а яркие драпировки, выглядящие круто, делают их лучше драться, жить дольше, и добиваться успеха там, где другие терпят неудачу.

Стандартные характеристики героя значительно выше, чем у Героя Обычная минифигурка. У героев навык 1d10, они могут перемещаться семь дюймов за ход, а броня — 2d6. Стоимостью 11CP, Они также гораздо дороже в эксплуатации.



Внешний вид перевешивает все остальные факторы, даже если вам приходится носить убитых врагов как шляпу.

Фото: Сэр Спорттимус из «Эбеновые Миллинеры + Шлемный Дивизион»
Показанные элементы: LEGO

6.2: Эго

Разница между воином, который просто феноменально искусен, и истинный герой — это вопрос **эго**. Неважно, насколько высокий регуляр Характеристики минифига могут быть такими, он это понимает что ему рано или поздно придётся умереть, и что есть правила, которых нельзя быть сломанным.

Герой, напротив, не признаёт таких вещей. Смертность, логика и Законы физики для него недооценены. Герой выше забот Меньших минифигурок.

Ворчливость

Прежде всего герои — это рок-звёзды и примадонны Battlefield, и каждый из них настаивает на том, чтобы быть важнее любого другого подразделения.

Он приветствует героев в вражеских командах, потому что Слабые враги — пустая трата его способностей. Он принимает



Шестигранные кубики могут быть достаточно хороши для обычных минифигурок, но Герои требуют более высокого уровня. Желательно выкованный из чистого золота.

Показан элемент: d10

Специализации

Герой определяется своим **Героическим Эго**, что является примером **Специализации**. Специализации — это особые способности, особенности или навыки которые меняют правила для конкретной

героев в союзные команды, потому что они дают ему соперников для конкуренции, и в любом случае он ожидает, что сможет ударить их в героические спины, как только его человек Политика неизбежно меняется.

С другой стороны, добавление дополнительных героев в свою команду — это серьёзное оскорбление, которое ни один герой не сможет игнорировать. Может быть только одна звезда шоу, и ему не нравится, когда его затмевают. Если один игрок играет в поле несколько Героев, а затем их столкновение Это делает каждого **из них раздражительным**, и чем больше Героев, тем капризнее они становятся.

За каждого другого сознательного юнита в его команде с этого, героя получает **-1 штраф за раздражительность**, до максимальной капризности -5. В любое время Герой бросает один или несколько кубиков, будь то для Навыка, Брони, Урона, Героические подвиги, или Краснорубашечники, штраф за Кранки вычитается с *каждого кубика* (общее количество бросков никогда нельзя уменьшить ниже нуля). Штраф не вычитается из брошенных *кубиков против* Герой; например, он всё равно получает полный урон от атак врагов.

Наказания за капризность действуют только в то время, когда другие герои В команде всё в сознании. Если другие герои будут выведены из строя или если убит, наказание соответственно смягчается. (Если Герой сам устроил нейтрализацию со-хедлайнеров — тем лучше.) Наказание восстанавливается, если один из погибших или потерял сознание Герои возрождаются.

Единственное преимущество Ворчливого Героя — его стоимость дешевле. Для каждого Точка капризности Героя в начале битвы — он стоит на один строительный балл меньше, с максимальной скидкой 50% странно.

RedShirts

"We can't all be heroes, because someone has to sit on the curb and clap as they go by."

- Will Rogers

A Hero is more important than any regular minifig. As a result, it's only right that lesser troops sacrifice themselves to keep him from harm. Whether out of love, duty, fear, or the Hero grabbing them by the heads and using them as meat shields, a Hero can rely on nearby allies to leap into harm's way to protect him from damage. These self-sacrificing troops are called **RedShirts**. It's thought that they earn the title by so often turning themselves into red splatter decorations for the Heroes' chests.

Any time a Hero takes damage from an external source (i.e., not from something internal like poison, coronary disease, or ingesting a live grenade), he may try to inspire a nearby unit to RedShirt. This does not take an Action. The Hero can inspire any number of RedShirts in a single turn, but only one for each specific incoming source of Damage. If successful, the

минифигурки или другого Подразделение.

В большинстве случаев для предоставления способностей используется специализация недоступна для подразделений по обычным правилам, но Это может быть также гандикап или простая настройка характеристик. Последствия а правила для любой специальности указаны в характеристиках подразделения Карточка для удобства справки.

Стоимость СР для специализации указана вместе с её описанием Текст. Эта дополнительная стоимость уже включена в общее число Стоимость карты, на которой появляется специализация. Если ты хотела добавить специализацию героического эго к другому это увеличит стоимость этой единицы на +3СР.



Attacked by an evil clone at a publicity appearance, Blue Space Hero is saved by the intervention of a leaping red-shirted passerby. From photos taken at the scene, it's unclear whether the man's leap was intentional, or if the Hero picked him up and threw him in the way. Either way, the RedShirt becomes the posthumous envy of Blue Space Hero fanboys across the galaxy.

Elements shown: LEGO, Mega Bloks

RedShirting unit will leap in to take the damage instead, knocking the Hero out of harm's way if necessary (if the Hero is about to be hit by a speeding locomotive, for instance, he'll need to be away from the tracks when the train rolls in). The inspired unit must be on the Hero's team, it must be capable of leaping (e.g., minifigs, robots, or animals, rather than tanks or jet fighters), and it must have a lower CP cost than the Hero (not counting equipment, but counting Crankiness discounts, if any).

When a Hero learns that he's about to take Damage, he has one chance to inspire a nearby RedShirt to take the fall instead. Before the Damage is rolled, the Hero rolls his Skill (plus any Bonus Dice on a Critical Success). If an eligible RedShirt is within this many inches of the Hero, the inspiration succeeds. The sacrificial unit will leap in and take the damage intended for the Hero. If the roll is too low or is a Critical Failure, the Hero fails to inspire the unit to RedShirt, and is forced to take the damage himself.

If the Hero is in a Squad, another Squad member can be automatically inspired to RedShirt on his behalf, without having to make the inspiration roll (*Chapter 11: Armies*).

If the incoming Damage is too great to be blocked by a single RedShirt, the Hero is knocked away the minimum distance required to avoid being hit (even if the distance required is truly ridiculous, like getting RedShirtd out of a nuclear explosion or a supernova). This results in the Disruption of the Hero unless he has Overskill on the RedShirt roll.

RedShirting should not be abused to try and accelerate units' movement across the battlefield. This will make a Hero's allies want to kick him in the nuts rather than sacrifice themselves for him. A player attacking his own Hero to take advantage of RedShirting movement should be ejected from the game. The remaining players should confiscate his bricks and then take turns RedShirting him out of the house and into traffic.

RedShirts move unusually quickly and have no problem intercepting gunshots, explosions, or even laser blasts. They're unconcerned with whatever damage this might do to the laws of physics or to the Humans' suspension of disbelief.

Heroic Deaths

"This thing of being a hero, about the main thing to it is to know when to die."

- Will Rogers

If a Hero dies in battle even despite the best efforts of his RedShirts, then he is dead - at least for the rest of the battle. But thanks to Everyone's The Boss Of Their Own Toys (*1.4: The Spirit of the Game*), Heroes have a way of always popping back up in one form or another, no matter how many times you think you've killed them. By the time the next battle begins, the plot will have inevitably twisted in their favor: the Hero was only captured in preparation for a daring escape, or left for dead in anticipation of a daring recovery. No matter how gruesome the death, they are somehow revived by magic, or science, or the will of the gods, or even as part of an enemy plot, and almost always with new improvements tacked on as a result.

If a Hero's death was so dramatically Heroic that it could never be taken back or plausibly denied, then the Hero may discover himself well and truly dead - and then proceed to slaughter his way out of Hell and back into the land of the living. His Ego will allow nothing less.



Emperor Piltogg preserves the bodies of defeated enemy Heroes for experimentation in the Akkadian Resurrection Chambers - but one has gone missing.

Photo: Stubby
from "Path to the Grail"
Elements shown: LEGO, BrickForge

There is no number of deaths or defeats that can prevent the best characters from finding a way to return. Unless they're boring, in which case no force can save them.

The Saga of Leonidus

"So the Warrior said:

*Very well, since ye are a prince in this land, and because you did fight well,
I shall spare your life for a little while yet.
But thou has caused me to be cast out of the halls of mine fathers.
And thou has stolen from me that which I toiled for all the days of my life.
Therefore, tell me dark one; how is it that I may regain entrance to those halls?*

And the daemon prince spake thus:

*You can never enter that hall.
Unless thou should change thy name and go out once again unto the mortal wheel.
And thou must earn again the right to enter the halls of your fathers.*

*And this angered the Fearsome one.
And the daemon prince trembled at the sight of his countenance.
And he begged once more for his life.
So the Fallen one took hold of the daemon prince,
And he bound him into His armor, that he should still live.
And he took for His own the Hellblade as spoil.
And he did then depart from those burning hells to walk again the mortal realm."*

- Excerpt from Tuefish's LEONIDUS Saga

(BrikWiki entry: [The LEONIDUS Saga](#))



Leonidus, commander and final survivor of the Vol detachment to Praetoria, falls to the combined attacks of Blood Daemons.

Photo: Warhead
from "ZOMBIE (Zulu) DAWN - Turn 11"
Elements shown: LEGO



Denied entrance to Volhalla, Leonidus slays his captors in Hell and returns to the mortal world as Legionidus.

Photo: Tuefish
from "A Vol Saga"
Elements shown: LEGO (painted)

6.3: Heroic Feats

A Hero's amazing abilities stem from both stunning bravado and pig-headed ignorance, but his greatest powers are drawn from a tradition handed down through endless generations of action movies.

Action-Hero Clichés

To realize their full potential, all Heroes must take on an **Action-Hero Cliché**, drawn from movies, video games, comic books, or Saturday morning cartoons. It is mandatory that Heroes develop a ridiculous accent in support of their role. In a pinch, an Austrian accent almost always works; if a role hasn't been played by Arnold Schwarzenegger, it probably doesn't count as a real Action Cliché in the first place.

If you're too young to remember Saturday morning cartoons, ask your parents. They won't be able to explain them either, but you can enjoy watching the looks on their faces as they feel another part of their childhoods die.



Major Natalya launches herself over the chaos of the battlefield, guns blazing

Photo: Warhead
from "Zombie (Zulu) Dawn Turn 9"
Elements shown: LEGO

Example Action-Hero Clichés		
Action-Hero Cliché	Action-Hero Accent	Example Action-Heroic Feats
Super Soldier	Austrian / Stallonian	Dual-wielding heavy machineguns, performing surgery on self, punching through walls
Barbarian	Austrian / Swedish	Dual-wielding heavy axes, lifting massive objects, communing with animals
Secret Agent	Austrian / British	Hacking security systems, seducing women/men, sniping, escaping deathtraps
Kung-Fu Master	Austrian / Chinese	Dodging bullets, running up walls, speaking in riddles
Pulp Archaeologist	Austrian / All-American	Dodging booby traps, fistfighting Nazis, bullwhip expertise
Gunslinger	Austrian / Texan	Trick shooting, trick horsemanship, trick gambling, trick dueling
Warrior Princess	Austrian / New Zealander	Chakram tricks, impossible acrobatics, nerve pinches, lesbian subtexts



Which action personality best fits this hard-hitting space marine Hero? Characters from Futurama are proposed, and a nomination for a pre-"Forever" Duke Nukem is met with popular acclaim.

But love for Samuel L. Jackson wins out in the end, with the suggestion of "Mace Windu, as played by Jules Winnfield." Attitude firmly in place, Commander "Bad" Moe Faux is born.

Elements shown: LEGO, Mega Bloks, Little Armory

For Heroes based on specific characters, picking the Action Cliché is easiest of all: a Robin Hood minifig would perform Robin Hood Feats; a Hercules minifig would have Herculean Feats, and a Davy Crockett minifig would get King of the Wild Frontier Feats.

Action-Hero Feats

"A hero is someone who rebels or seems to rebel against the facts of existence and seems to conquer them. Obviously that can only work at moments. It can't be a lasting thing. That's not saying that people shouldn't keep trying to rebel against the facts of existence."

In For a Benny, Part 2

A Heroic Feat is a limited form of a What I Say Goes Roll (1.4: The Spirit of the Game), and offers a similar opportunity to go **In For a Benny**.

For an action-movie hero in the thick of battle, accomplishing the impossible is more than just an everyday event - it's an every-couple-of-seconds event. Any such stupendous or wildly improbable act, pushing fictional license to its limits for the sake of spectacle, is a **Heroic Feat**.

Heroes are limited to the Feats appropriate to their Cliché - a ProWrestler Hero can't modulate phasers to energy-shield bypass frequencies off the top of his head the way a ScienceOfficer Hero might, but he can try picking up a motorcycle and swinging it like a baseball bat through a group of opponents.

To attempt a Heroic Feat, the player describes the Feat their Hero is about to attempt, and rolls 1d6. If one of his or her opponents would like the Feat to fail (and they probably will), they also roll 1d6. (If more than one opponent would like to oppose the roll, the player chooses the one most negatively affected by the Feat.) If the Hero's roll ties or exceeds the opponent's roll, the Feat succeeds; otherwise the Hero's efforts end in failure.

If both players roll a one in the Heroic Feat Roll, it's a special case - the Hero has failed to accomplish his Feat, but his opponent has failed to oppose him. Rather than try to unravel this Heroic Paradox, the Heroic Feat is cancelled - the Hero suffers from a moment of uncharacteristic sanity and realizes that whatever he was about to attempt could never work. The Heroic Feat is spent for the turn, but play continues as if the Hero had never attempted it in the first place.

A Hero may attempt one Heroic Feat on every turn. If he doesn't use his Feat during his own turn, he may use it as a Response Action during an opponent's turn at no penalty. Feats can't be "saved up" over time - regardless of whether a Hero uses his Feat or not, he will always have a single Heroic Feat available at the beginning of his next turn.

The Consequences of Failure

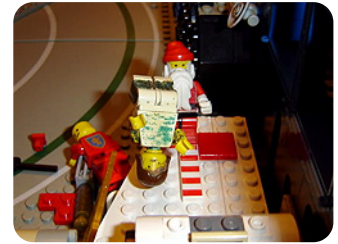
"... if he fails, at least he fails while daring greatly, so that his place shall never be with those cold and timid souls who know neither victory nor defeat."

- Theodore Roosevelt

Because the range of possibilities for each type of action hero is so wide, it's up to the players to agree on whether a specific Feat is appropriate to a given Cliché, what the effects of success will be, and what will be the consequences of failure.

The effects of failed Feats will depend on the seriousness of the battle and the attitudes of the players. A good general guideline is that the more stupendous the Feat attempted, the more dire the effects if it fails. A Hero failing an attempt to eat a dozen doughnuts in a single turn might suffer the effects of upset stomach. Choking to death might be a more realistic result, but it'd seem severe compared to the relatively uninspiring Feat. A Hero failing to lift an automobile over his head, on the other hand, would be subject to much stronger consequences on failure: he might get it into the air but then drop it on himself, or he might strain so hard to lift it that he rips his own arms off. It's often best to start by imagining what would happen to Homer

The opponent rolling against the Feat can choose to take an Almighty Benny rather than opposing it, but only if none of the other opponents want to oppose the Feat either.



Looking across the battlefield, Manly Santa sees that VOL troops are causing trouble for his allies, the Manly Men. Using a Santa Feat, he reaches into his sack and pulls out... a corpse!



It's the recently-deceased mother of of VOL Commander Leonidus! Positioning the corpse, Manly Santa executes a brilliant strategem.



It works! For the next turn, Leonidus and his troops are successfully distracted from fighting.

*Photo: Warhead
from "Zombie (Zulu) Dawn Turn 5"
Elements shown: LEGO, painted
elements*

Simpson, Wile E. Coyote, or the Three Stooges if they were to make similar attempts.

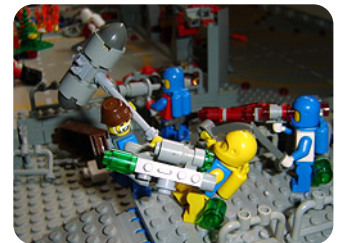
Inaction Heroes

Heroic Clichés are based on Action Heroes, not Word Heroes. Heroic Feats must always be based on actions rather than words. If a Hero wants to inspire his allies, he does it by leading a Charge, not by delivering pretty soliloquies about the nobility of Charges while sipping tea in the safety of the rear guard.

If players decide that a Hero's Heroic Speech is Heroic enough to ignore this rule, then they can decide to allow it, despite the unbelievable lameness of Speech Feats. But if the speech fails to inspire, then it means the Hero is no longer inspiring, and an uninspiring minifig loses his Hero status automatically and permanently. "Word Heroes" are justly de-Feated and deserve the agony of that loss.

In addition to not being Word Heroes, Action Heroes are also not Inaction Heroes. They ESPECIALLY can't use Feats to inspire others to withdraw from combat safely, negotiate more diplomatically, or surrender more sweetly. They exist to increase action, not diminish it.

6.4: Heroic Weapons



The appearance of the divine janitor Stubby, wielding the legendary Banhammer and the Broom of Doom, drastically changed the course of battle for these Proto-Spacemen.

*Photo: Warhead
from "Zombie (Zulu) Dawn Turn 9"
Elements shown: LEGO*

Heroic Heroism

Using the better of two d6es instead of just one for a Heroic Feat may seem like an unstoppable advantage, but in fact it adds less than 1/6 to the success rate. The chances of success with a single die are 7/12; the chances with two are a little less than 3/4.



Before becoming the leader of the Metal Warriors, BFenix first had to satisfy the Gods of Metal and claim the forgotten blood sword RAGE in the Steelliums of Hellius.

Character by BFenix

Long after Heroes have decomposed into component plastic parts, their legendary accessories live on, inspiring new generations to avaricious conflict. Many such Artifakts are powerful enough to give regular minifigs Heroic abilities all by themselves. Magical swords, enchanted armors, deific grails, zero-point blaster cannons, and unusually well-stocked gift bags have all inspired campaigns of slaughter from covetous Hero wannabes.

Heroic Weapons are the most common type of Heroic Artifakt, but legends are also told of Heroic Vehicles, Heroic Armor, Heroic Fortifications, and even Heroic Furniture. Any object can be made Heroic for an added cost of +3CP. These objects retain all the regular uses of an object of their type, but also grant one Heroic Feat per turn to whomever possesses or operates them. Whoever takes possession of a Heroic Artifakt can use it in a Heroic Feat as part of any Action taken with the Artifakt, making it dangerous to leave Artifakts lying around on the battlefield or in the hands of easily-defeated amateurs.

A Heroic Artifakt is limited to Feats that satisfy its Heroic Cliché, similar to that of a regular Hero, but Artifakt Clichés tend to be simple tautologies. Excalibur's Cliché, for example, is that it's Excalibur.

Heroic Artifakts suffer no penalties from Crankiness themselves, since anyone can use them, but they may inspire Crankiness in minifig Heroes on the same team if they don't have Heroic Artifakts of their own.

A Heroic minifig using a Heroic Artifakt is still limited to one Feat per turn, but with the following advantage: If the Feat satisfies both his own Heroic Cliché and that of the Artifakt's, then he can roll two d6es instead of one when rolling for his Feat, succeeding if *either* of the two d6es matches or exceeds his opponent's opposing roll.

The Orange Transparent Chainsaw

Orange Transparent ABS is the most powerful substance known to minifigs. The only source of this material is the frigid planet of Iceworld, where ancient crusades against Robotic Ice Daemons dropped the temperatures to far below absolute zero.

Under these impossible and supernaturally cold conditions, even laser beams froze, rendering all of the crusaders' weapons useless, save one: the planet-destroying Orange Laser. Thanks to its massive scale, a central core of destructive energy was able to punch through the cold, even as the outer layers of the beam froze solid and peeled away.

Bazillions of years later, the frozen shards of petrified laser remain preserved under continents of shifting ice, retaining all of their ancient world-destroying power for anyone with the secret knowledge and will to forge them into weapons.

The world-destroying fleets are lost and long forgotten, but the crusaders' descendants remain on the planet surface, locked in never-ending battles to prevent a Robotic Ice Demon resurgence and to protect the secrets of Orange Transparent Leg-Ore from falling into the wrong hands. In this quest, the Orange Transparent Chainsaw is their deadliest and most legendary weapon.



In the Iceworlders' darkest hours, the Iceworlder Warchief enters the Ice Caves of Creation, unlocks the OT Stasis Chamber, and brings forth the Original OTC, forged by the Gods themselves in ancient times to aid the Iceworlders in their desperate struggle against the Robotic Ice Demons.

Photo: Warhead
from "KRYSTO ICEWORD and IVHORSEMAN'S
WARBAND"
Elements shown: LEGO

(BrikWiki entry: [Orange Transparent Chainsaw](#))

