

BrikWars

Plastic Building Blox Combat System



by
Mike Rayhawk

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Michael Rayhawk

brikwars.com

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This is a modified version of the Spring 2000 ruleset.

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Introduction

A Brief Introduction

This game is the product of many hours of playing with plastic building bricks. As such, it is designed to be pretty building-intensive. We can't force you to build space fighters and fortresses and catapults and pirate ships, and if you just want to gather a couple dozen minifigs and send them out on an empty battlefield to butcher each other with their bare hands, the rules will support it. If you do so, you will be missing the point completely, and real BrikWars players (and PBB maniacs in general) will be disgusted and refuse to have anything to do with you. You should hang your head in shame and give your PBB's to someone more deserving. Don't feel bad; you can find plenty of other wargames out there that are more your style. Checkers, for instance.

The rest of you (dear friends!) have the correct priorities. You came here because you've already built your giant robots and your castles and your assault helicopters and you want to test them in battle. To you, the threat of war is nothing more than a continuing excuse to build a bunch of really cool stuff. In order to prove your PBB superiority, you're willing to risk having your most prized constructions blown to smithereens. You are true PBB maniacs, and we salute you.

It's only going to take a very cursory inspection for you to notice that there are an awful lot of rules in this manual—you may feel that this runs contrary to the spirit of playing with PBB's. Well, don't worry, we heartily encourage you to ignore ninety-nine percent of the rules ninety-nine percent of the time. The BrikWars rules are designed to be as fast and straightforward as you want them to be, whether you're the most anal-retentive nitpicker or the flakiest most free-spirited flower child. The large majority of the rules are included only to solve arguments; only one rule is absolute: *fudge everything your opponents will let you get away with*. For example, if you have a minifig throw a baseball to another minifig, you could go as far as to calculate all the modifiers for range, movement of target, movement of thrower, etc., and make success rolls against the skills of the thrower and the catcher, but why bother? Unless your opponents raise some objection, just toss the ball from one minifig to the other and move on to something more important.

If you have an argument over something we haven't made a rule for, make up a new rule yourself and roll some dice. If you come up with some new rules you're especially proud of, be sure and tell us about them and we'll be glad to steal your ideas.

BrikWars is designed to accommodate many levels of depth. The rules are divided into a series of 'books,' each book adding a new layer of depth and complexity. While BrikWars, in its characteristic freewheeling style, encourages you to change, ignore, and make up rules however you like, it can be a lot of work to wade through pages and pages of information, deciding exactly which rules to keep and which to toss. The book divisions

make it very easy: each book represents an incremental jump in complexity, so by choosing a depth level, you can find your comfort zone very quickly.

The first book, **Skirmish** (Chapters 1 and 2), introduces you to basic combat and the basic selection of infantry weapons and equipment. This gives you enough room to set up a landscape and toss a few squads of Troops at each other.

The second book, **Battle** (Chapters 3 through 7), gives rules to let the Troops interact more fully with their environment. It also includes guidelines for vehicles and buildings, and the siege weapons you can use to arm them.

The third book, **War** (Chapters 8 and 9), gives guidelines for including many types of specialized combatants besides the generic Troop.

The fourth book, **Conquest** (Chapter 10), introduces sample Civilizations. Each Civilization brings distinct abilities, restrictions, and philosophies to the battlefield. This opens possibilities for some great scenarios. This is probably as far as any reasonable person would want to take the BrikWars system.

The fifth book, **Campaign** (Chapter 11), gives some ideas for running campaigns with continuing characters and plotlines, for those of you who want to get some role-playing in.

Some Assembly Required

Unfortunately, you will need more than just this rulebook to play BrikWars. Fortunately, everything else you do need is something you ought to have anyway. If you don't have some of these things, go out and get them.

The Things You Will Need List

Dice You will need some dice. Specifically, d6's, d10's, and d20's. Some of the units in Chapter 8 will also require some d4's, d8's, and d12's. If you are any kind of a wargamer, you will have no problem coming up with these. If you are a normal human being, you only have d6's. We should have made everything d6-compatible, but we didn't, and now you're just going to have to find some way to deal with it.

If you are confused by d6: In BrikWars, as in most wargames and role-playing games, dice are referred to by their number of sides. d6 refers to a normal cube-shaped six-sided die. 3d6 means roll three six-sided dice; 3d6+4 means roll three six-sided dice and add four to the result. You get the picture.

Paper and Pencils We've done everything we could to make BrikWars a paperless wargame, but these are still handy to have around if you need to do some quick math, pass secret notes, or draw mean pictures of the opposing general.

A Table Or some other playing surface, like a floor. If you play on a table, don't use more soldiers than you're willing to stand back up every time somebody bumps the table. If you play on the floor, remember that shag carpeting is not the best surface on which to play BrikWars. If you don't have a table or a floor, you can build one out of plastic bricks.

Terrain Terrain provides cover and scenery for the battle. Sometimes you'll want to build this out of plastic bricks, because it makes it a lot easier for your minifigs to stand up. But seriously, you're always going to want more room than you can conveniently build with plastic bricks. Fortunately, you can use almost anything for terrain. A pile of books makes a good mountain, a blue sheet makes a good ocean, a bookshelf makes a great bombed-out skyscraper, and your dog makes a good 30-story Dogzilla monster. Set up pockets of PBB forests and PBB buildings and you're good to go.

Charts Depending on how complex a battle you're staging, and how long you've been playing BrikWars, you may have memorized all the statistics you'll need. Even then, to settle arguments, you'll want the charts printed out in hardcopy somewhere handy.

A Measuring Device You can measure distance by counting dots on the plastic bricks. In general, three dots is about one inch. When you're checking to see if an enemy soldier is within range of your ICBM, it can get tedious counting all those dots - see if you can't get a tape measure out of your sewing kit, or a string marked off in inches. It's much better to have a flexible measuring device that you can bend around obstacles than, for instance, a wooden ruler.

Another Player You will need at least one opponent, unless you are really bored and want to play by yourself. If you do not have another player, you can construct one out of plastic bricks.

Some Free Time You should not play this game at work because you are supposed to be working.

Plastic Bricks Somehow we forgot to mention this in previous editions of the rulebook, and it seems that some of the less imaginative readers may have gotten confused. The truth is, it's just not much fun to play BrikWars without some kind of plastic bricks. If your supply of plastic bricks is limited, you can supplement them with soldiers, vehicles, and bases built out of paper, cardboard, clay, or any number of other materials. You can even use non-constructible units like green army men. However, none of these work quite as well as a really good set of plastic bricks.

A BrikWars Glossary

PBB Terms

If you have been playing with plastic bricks for awhile, you know what a pain it can be sometimes to try and describe a specific piece to someone else. You've probably made up all kinds of weird names for different kinds of pieces. To avoid confusion later, we'll define some of the ones we'll be using throughout the rulebook:

PBB or Plastic Building Brick A name for any kind of piece. We have to use this term to avoid using the copyrighted name of any specific company's plastic building brick; we wouldn't want to make the lawyers angry.

Minifig A minifig is one of those little people with the yellow, smiling faces. Don't let their small size and cheery disposition fool you—they'll cut your heart out and eat it if you let them.

Dot A dot (some people call them *pegs* or *studs*) is one of those little circular studs on top of most bricks. A minifig has one dot on the top of his head. Dots are often used to measure horizontal distance in BrikWars. Three dots are approximately equal to one inch.

Brik A Brik is the fundamental plastic building brick. Any rectangular PBB of 'normal' height (the majority of PBB's are all this uniform height) is a Brik. Brix are often used to measure vertical distance in BrikWars. A Brik is equal to three eighths of an inch in height.

Blok A Blok is the classic 2×4 Brik. Because it is the most stereotypical PBB, it is used as the standard for weight measurement. One Blok weighs as much as an average minifig. Blox are often dragged around the battlefield to create staircases and walls. They are also useful to lob from catapults and drop from great heights on enemy encampments.

Cylinder A cylinder is like a one-dot Brik except that it's round.

Antenna An antenna is four Brix high, and consists of a long pole with a one-dot base. The pole can be gripped by minifigs, and the base can be stuck to things.

Game Terms

Many of these terms will be explained again (in greater length and specificity) in the chapters in which they appear, so don't worry too much about memorizing any of them right off the bat.

Turn A period of time in which one player moves all his units and resolves all his attacks. (See Section 1.2: Game Cycle)

Round A period of time in which all players in the game have each completed one turn. (See Section 1.2: Game Cycle)

Inch Although most of the distances in this rulebook are written in inches, any other standard unit of measurement will do. You may choose to convert the numbers in inches to some number of centimeters (three being the usual number, although any number will do). You might decide that the distance between the tips of your thumb and forefinger is six inches, and make estimates based on that measuring tool (thus giving the advantage to players with bigger hands). You can even change the length of your inches depending on the gravity of whatever planet you're from—things go farther in low gravity.

Unit Any person, machine, or installation that has the power to perform actions in the game. A soldier, a robotic tank, a computer-controlled machine gun emplacement, and a monkey are all units. A tree, a coffee mug, an assault rifle, and a dismembered corpse are not units.

Skill The number of dice in a unit's Skill rating determines the chances of success in any endeavor the unit is able to attempt. Non-trivial actions are given a Difficulty number or a Usage Rating (UR), and a unit must roll this number or higher on his Skill dice, or suffer ignominious failure. This roll is called a Skill Roll. Different situations or considerations might add bonuses or subtract penalties from the unit's Skill in a given attempt; these bonuses or penalties are called Skill Modifiers. The Skill Roll that you make when attacking an opponent can also be called an Attack Roll.

Armor (or AV for Armor Value) This number, often a number of dice, tells how much damage a unit can take before being injured or destroyed. Every attack causes a certain number of dice of Damage. When struck by an attack, if the defending unit's Armor Roll is as much or higher than the attacking unit's Damage Roll, then the defending unit suffers no harm.

Move This number describes the maximum number of inches a unit can travel in a single turn. Certain kinds of actions decrease the number of inches a unit can travel in the turn they are performed, and a unit's Move might be impaired by encumbrance from carrying heavy or clumsy objects. Any effect that decreases a unit's Move, whether for a single turn or on a continuing basis, is called a Movement Penalty (–MP”).

Cost (or CP) Every unit, object, ability, or advantage in BrikWars is assigned a point cost, measured in Construction Points or CPs. By comparing CP values, you can see the relative value of different types and groups of units. (See Section 1.3: The Trooper)

Critical Roll Any time a player makes a Skill Roll, an Armor Roll, or a Damage Roll, if all the dice end up on a one then the roll is an Automatic Failure. If all dice end up on their highest-numbered face (all sixes when rolling d6es, all tens when rolling d10s), then the roll is an Automatic Success. These are called Critical Rolls. See Section 1.4: Basic Combat.

TekLevel (TL) TekLevel is a number that refers to an army's technological sophistication. An army can effectively use equipment and weapons from its own TekLevel or earlier at no penalty. One TekLevel higher and they can use the equipment at a -2 Skill Penalty. Anything more high-tech than that is useless to them. TekLevels in BrikWars are shown in Table 0.1

Table 0.1
Tek Levels

| TekLevel | Generic Trooper Type |
|----------|--|
| 0 | CaveMen (Cave Men) |
| 1 | TribalMen (Islanders, Native Americans) |
| 2 | IronAgeMen (Romans, Greeks) |
| 3 | RenaissanceMen (Pirates) ColonialMen (Civil War) |
| 4 | ModernMen (World War II, S.W.A.T., Desert Storm) |
| 5 | SpaceMen (Space Opera) |
| 6 | StarMen (Star Fleets, Battle Mechs) |
| 7 | InterdimensionalMen (Time Travel) |

NearMiss An attack that misses its target tends to strike in the neighborhood of the missed target. NearMiss calculations are used to determine where a missed attack hits. See Section 3.1.1: NearMiss Rules.

Explosion Damage Any damage roll measured in d10s or d20s causes Explosion Damage. Explosions damage everything within their blast radius, and tend to set things on fire. See Section 3.3.2: Explosions

Burn Level When an object is on fire, the Burn Level tells exactly how hot the fire is burning. You can tell that an object is on fire because fire-colored Brix will be piled all around it. Normal objects can have a Burn Level of 1d6 (yellow flames), 2d6 (yellow and red), or 3d6 (yellow, white, and red). Different types of fuel can burn even hotter, at 4d6 (white), 5d6 (white and blue), and 6d6 (blue). See Section 3.3.5: Fire!

Story A Story is a measure of height equal to six Brix (or 2 and 2/8 inches), and is used to measure larger vertical distances like the altitude of planes, the height of buildings, and the length of a drop when your minifig falls off of a cliff.

Blok-Inch (or b") The unit of torque in BrikWars. One Blok-Inch is the amount of force required to accelerate an object weighing one Blok by one inch per turn, per round. See Section 3.6.2: Moving Objects Around

Power The measure of a unit's strength. One point of Power is equal to five Blok-Inches (5b") of torque. All minifigs, except where otherwise noted, have 1 point of Power.

Siege Weapons Weapons that are too big to be troop-portable, Siege Weapons are designed to be mounted on vehicles or buildings, in order to blow up other vehicles and buildings. See Chapter 6: Siege Weapons.

Civilization Most armies in BrikWars are fielded by Civilizations that are fairly generic. Some Civilizations have a lot more flavor, with specific attitudes, strategies, and technological advantages and disadvantages. See Chapter 9: Civilizations.

Character Most units in BrikWars are of a certain generic type. A Character is a unit with personality, with unique stats and abilities, who would be able to advance and improve over the course of several battles if it weren't for the fact that the mortality rate in BrikWars is extremely unforgiving. See Chapter 10: Campaigning.

Some Notes About Points and Pips

In later chapters, you will sometimes be given the option to buy *points* of certain unit properties, for instance Armor Value, Damage, or Skill. Sometimes these properties will not be measured by a simple integer, but will also include a number of dice. If you want to know how many *points* a die is worth, divide the number of faces on the die by two and add $\frac{1}{2}$. This will give you the average roll on that die. For instance, 1d6 is worth $3\frac{1}{2}$ points, 1d10 is worth $5\frac{1}{2}$ points, 1d20 is worth $10\frac{1}{2}$ points, and 1d3 is worth 2 points.

Example: Suppose you are buying Armor for a MedievalTrooper at a rate of 1 CP (Construction Point) per point of Armor. If you want to add 1d6 of Armor, it would cost you 4 CP ($3\frac{1}{2}$ points of Armor, rounded up). If you bought another 1d6 of Armor later in the game, it would cost you another 4 CP. However, if you buy both at the same time, 2d6 of Armor costs you only 7 CP ($3\frac{1}{2} + 3\frac{1}{2} = 7$, no need to round up).

In order to avoid having to write things down, you should make a habit of using *Pips* to keep track of things as often as possible. We use 1×1 Brix for Pips, since we have a lot of them in every color, and they're easy to stack next to affected objects. However, you can use anything you feel is appropriate. Some of the Pip colors we use include:

- Blue Pips stacked next to a Flyer to indicate its altitude in Stories
- Red Pips stacked next to building walls that have suffered Permanent Damage, or a single red Pip on a Vehicle or Building component that has suffered 50% damage
- A Black Pip on a Vehicle or Building component that has been disabled, or two black Pips on a component that has been destroyed
- White Pips to indicate time limits, such as a bomb that will go off or a spell effect that will run out in a certain number of turns
- Grey Pips next to a unit that has been Stunned, to indicate Stun Points
- Sometimes when we're too lazy to deal with all the different colors of fire, we use Yellow Pips to indicate Burn Level

Part I: Skirmish



The BrikWars Basic Guide

1.1 The Grand Overview

Regardless of the size and scope of the battle you're staging, every BrikWars game follows the same basic steps.

Pre-Game

1. You and your opponent need to clear off a table or suitable flat surface on which to play the game. Ping-pong tables or large sheets of plywood make good playing surfaces. For particularly huge battles you'll need to clear up some floor space.
2. Next you have to set up some sort of terrain for the game to be played on. This can range from fancy modeled trees and mountains, to a couple of PBB trees and a couple of stacks of books for hills. You can build a huge city out of plastic bricks if you like. Of course, don't expect us to give you any respect unless you surround your city with forests, mountains, gorges, seaports, launchpads, and of course scattered villages with quaint little PBB coffeeshops.
3. Now it's time to amass armies. Each team assembles as many soldiers, weapons, vehicles, emplacements, and bases as is appropriate to the battle. Army size may be determined by Construction Point limits, by the size of the battlefield, by scenario constraints, or by ego.
4. Finally, you have to place your troops and equipment. You can do this in any way that seems reasonable, as long as each side's units' initial placement is out of its enemies' weapon ranges. Once all the players are satisfied with each other's setups, the battle can begin.

Sometimes the battle you're staging will require you to do these things a little differently. For instance, if one player has a base and the other player is assaulting it, the first player will obviously place his troops in the general area of the base, and the other player will put his troops in the surrounding countryside. If there is some kind of ambush situation, troops might start out in each other's weapon ranges. If one side has the advantage of surprise, they will get the first turn. If one side has superior advance intelligence, the other side has to set up its troops first. Most of the time these changes will be pretty obvious, just use your head.

1.2 Game Cycle

Players alternate taking turns for the duration of the game (as you would expect). The game ends when all but one team or group of allied teams has been defeated (either having been killed or having surrendered), or when

it's time to put the PBB's away because it's three in the morning and you need to use the table because you can't really delay dinner any longer.

During a player's turn, he chooses a unit, moves it wherever he likes (within the limits of the unit's Movement Rating), and makes whatever attacks he wishes (most units can only make one attack per turn). To resolve attacks, check the rules in the Basic Combat section later in this chapter.

A player repeats this process for every unit he controls, and then his turn is over.

Optional Rule: Phases

Wargaming purists may choose to divide turns into strict Movement phases and Combat phases. This isn't really recommended, since it can get to be a kind of a pain.

Movement The player whose turn it is moves all his troops and vehicles their allotted distances. Non-combat actions, such as operating computers, eating pizzas, and mailing letters are also handled during the Movement phase. Except for bomb drops by Flyers and Opportunity Fire, no attacks are made during this phase.

Combat Next, all the troops and vehicles that want to fire their weapons may do so, checking to make sure their target is in range.

Optional Rule: Simultaneous Action

Other wargaming purists may choose to have everyone take their turn at the same time. Every player rolls a die; whoever rolls highest goes first. Each player handles the movement and attacks for one unit under his control, and then the next player handles the moves and attacks for one unit under his control, and so on, until all players have moved all the units they wish to move (no unit may move more than once in a given round). This can become confusing in large battles, as players forget which pieces have moved and which have not.

If players are really dedicated, they can choose to play with both Phases and Simultaneous Action, each taking turns moving one unit at a time, and then each taking turns handling the attacks for one unit at a time. This becomes exponentially more tedious as the battles get larger.

1.3 The Trooper

The Trooper is a grunt, the generic infantry unit. Depending on the setting, Troopers might be islanders with spears, sailors with cutlasses, medieval swordsmen, gunslinging cowboys, spacemen with laser rifles, Indian braves, members of the local S.W.A.T. team, army riflemen, elven archers—the list is endless. The Trooper has been fully combat-trained, and is proficient in the use of all weapons appropriate to his culture (i.e., a medieval knight would have no problem using a halberd, but wouldn't be able to use a semiautomatic rifle for much except as an unwieldy bludgeoning weapon).

The system we use for the description of units is simple enough for even Timmy to comprehend. First of all, we give the name of the model, in this case “The Trooper.”

The “Move” statistic refers to how far this unit can move during a given turn, in this case five inches. (If you don't have a tape measure, an inch is about three dots, so five inches is about fifteen dots.) The unit will be slowed down if he is carrying heavy equipment (any item with a MovePenalty rating), or by certain kinds of actions (covered in later chapters).

The “Armor” statistic, or “AV” for Armor Value, tells how much damage a unit can take in one turn. In this case, the Trooper's AV is 5. Some units have a variable AV (like 2d6+2), and rolls using this AV are called Armor Rolls.

The “Skill” rating determines how strong and skilled a unit is. A unit must make a Skill Roll whenever he fires a weapon or attempts certain actions (covered in later chapters). In this case, the Trooper rolls 1d6.

The final rating, “Cost”, refers to the point cost for one Trooper. In this case, the Trooper costs 5 Construction Points or CP. The cost of one Trooper does not include the cost of his weapons and equipment, which are covered in Chapter 2: The Fabulous Troopers' Arsenal.

Table 1.1
The Basic Trooper

| | |
|-------|------|
| Move | 5" |
| Armor | 5 |
| Skill | 1d6 |
| Cost | 5 CP |

Optional Rule: Point Budgeting

CP costs have been included for every type of troop, vehicle, weapon, and building, depending on the item's general usefulness in battle. You are in no way obligated to pay any attention to any of these point costs. There are three ways to deal with CPs:

1. **Ignore CPs Completely** (recommended in most cases) Ignoring CPs will save you a crazy amount of time and trouble, especially as your battles get larger. Seriously, if you can possibly avoid having to tally points, do it - it will save you all kinds of headache. The most important reason is that if you spend too much time thinking about maximizing your numbers rather than thinking about building the coolest military force, you'll end up with a boring and generic army every time, guaranteed.
Every player puts together as big an army as he wants to field, limited only by how much effort he wants to put into constructing buildings and vehicles. If there are only two sides in the battle, then you're probably going to want the armies to be of nearly equal strength; your best guess is probably good enough when you try to even them out, no need to whip out the calculators. If there are more than two sides, then it's perfectly all right if no two armies are the same strength, as long as no one army or alliance obviously has more power than all others combined.
2. **CPs as an Afterthought** (second best). If you are determined to field perfectly matched armies, have every side assemble however many forces they want, until everybody's got about the same amount of military strength (by your best guess). Wait until this point before you let anybody even think about CP costs (We mean it – if somebody starts talking about their budget before they're done building, you are required by the rules to smack them upside the head with the handiest nearby blunt object). Once everyone's finished, have them each add up the total cost of their army. Whichever total is the highest becomes the new point limit, and the players whose totals are below that limit must add units and equipment to their armies until they reach the point total.
3. **Specific Pre-Set CP Limits** (avoid if possible). In some situations, such as tournaments or BrikWars parties, players may be asked to assemble their armies at home and then transport them to wherever the battle is being held. In situations like this, the only way to assure evenly matched armies is to set a specific CP limit beforehand.

Optional Rule: Limited Point Budgeting

Another way to avoid wasting time on point budgeting is as follows: put all your minifigs, animals, weapons, and equipment in a big pile. Players then take turns picking one item from the pile (roll dice to see who goes first). When everyone agrees that they have as many items as they want, toss whatever items may be left in the piles back into the containers. Players then start building an army out of the items they have chosen. If you put a weapon in a minifig's hand, he becomes a Trooper, a tool makes him a Mechanik, a suitcase makes him a Medik, and so on. In this way, you've built almost your entire army without spending a single point.

Once you're done putting your main force together, you can start paying attention to CP costs again in order to buy buildings, vehicles, robots, and supernatural units.

1.4 Basic Combat

There are two types of combat in BrikWars: ranged combat and close combat. Ranged combat takes place over long distances, using guns, missiles, rocks, decapitated heads, or whatever else comes immediately to hand. Close combat is when things get personal, and troopers take it upon themselves to engage each other one-on-one with hand weapons, fists, teeth, head-butting, elbowing, kneeling, kicking, and sitting on the enemy for extended periods of time.

The attacker chooses the weapon he wants to use and the target he wants to attack. An attacker may attack with one ranged weapon, with two hand weapons, or with any number of vehicle weapons, but each attacker can only focus on one target in any given turn.

For each weapon the attacker is using, he makes sure the target is within range of the weapon (in the case of Close Combat weapons, the attacker has to be able to touch the target with the weapon) and make an Attack Roll. He does this by making a Skill Roll (i.e., a Trooper would roll 1d6), plus or minus any Skill Modifiers that apply (you won't have to worry about these until you get into more advanced chapters). If his modified Skill Roll is equal to or greater than the Usage Rating (UR) of the weapon, he hits his target; otherwise, he misses.

If all players agree that there is no way for the attacker to miss his target, then there is no need to bother making the Attack Roll.

Example: A Trooper is standing next to a glass window and decides he wants to break it with his BaseballBat. Everyone agrees that the window doesn't stand a chance, so the Trooper goes ahead and breaks the window without bothering to roll any dice to see if he hit the window or if he did enough damage to break it.

When an attacker successfully hits his target, the attacking player rolls the Damage Roll of the weapon being used, and the defending player rolls the Armor Roll of the target. If the Armor Roll is equal to or higher than the Damage Roll, then the target survives unharmed; otherwise, it is destroyed (or damaged, in the case of vehicles or buildings).

Destroyed vehicles are ripped apart, and the pieces are scattered around the area it was destroyed. Remove half the pieces from the playing field, leaving realistic debris behind. If a trooper is destroyed, leave his dead body wherever it falls.

Feel free to change the method of destruction whenever it seems appropriate. A Trooper hit by a missile would leave scattered body parts. A grenade tossed in the cabin of a pickup truck would only destroy the front half of the truck. A blasted building would lose an appropriate-sized chunk of wall. A Flyer hit by an experimental Annihilation Ray would just disappear.

Optional Rule: Critical Rolls

If a player rolls a Skill Roll, a Damage Roll, or an Armor Roll, and the die ends up (or all dice end up) on a one, the Roll is an Automatic Failure, no matter how easy the task he was attempting. Contrariwise, if the all the dice in such a roll end on the dice's highest numbers (i.e., a six on a d6, a ten on a d10, etcetera.), the Roll is an Automatic Success, no matter how difficult the task was. If there is a contest between two rolls, and both sides roll Automatic Successes or Failures, ignore the Automatic Success/Failure rules and just resolve the rolls normally.

2

The Troopers' Arsenal

2.1 Weapons and Equipment Charts

The weapons and equipment listed in this chapter are divided into a number of major sections. Each section contains a table of statistics, pictures, descriptions, and (sometimes) special rules for the group of weapons or equipment that they detail. The table headings are as follows:

Weapon or Item This column lists the name of the weapon or item being described.

TL The TekLevel of the item. Units with at least this level of technological sophistication will have no problem using this item. A unit one TekLevel below this number will be able to use the item with a –2 Skill Penalty. A unit who is two or more TekLevels below this number will not be able to use the item for its intended purpose at all.

2H Short for Two-Handed. If there is an X in this column, then the item is two-handed. The unit may or may not be able to carry it with only one hand, but he must free up both hands before he can make use of the item.

CP The Construction Point cost to buy one of these items.

Range The range of this item, usually in inches. If there is a CC in this column, it can only be used in Close Combat—the unit carrying it must be able to touch it to the target.

UR Short for Usage Rating. A unit needs a Skill Roll higher than this number to successfully use this item.

–MP Short for Movement Penalty. This item is heavy enough, or clumsy enough, that it slows down the unit carrying it by the number of inches listed in the column.

Damage or Effect If a unit successfully uses this item, it will either do the damage dice listed in this column, or have the effect listed in this column.

2.2 Ranged Weapons

2.2.1 Pistols

You can make pistols by starting with a PistolPiece—just about any piece with a handle can be made into some kind of pistol—and adding cylinders and gems until the pistol is as big as you like. A pistol made of one piece is a Gyro Pistol, a pistol with two pieces is an Impact Pistol, and a pistol with three pieces is an SiegePistol.

If you don't have any low-tech units on the field who need Pirate Pistols or Revolvers, you can use Pirate Pistol and Revolver pieces as Machine Pistols or Gyro Pistols.

At TL5 or above, all Pistols (except Siege Pistols) can be Stun weapons, firing tranquilizer darts, beanbags, or some kind of stun-beam instead of normal rounds. Such weapons will do Stun Damage rather than normal Damage.

Table 2.1
Pistols

| Pistol | TL | 2H | CP | Range | UR | -MP" | Damage |
|----------|----|----|----|-------|--------|------|------------------|
| Pirate | 3 | — | 3 | 8" | 4 | — | 1d6 |
| Revolver | 4 | — | 3 | 10" | 3 | — | 1d6 |
| Machine* | 4 | — | 4 | 10" | 2 (6*) | — | 1d6 |
| Gyro* | 5 | — | 2 | 12" | 2 (5*) | — | 1d6 |
| Impact* | 5 | — | 3 | 10" | 3 (6*) | — | 1d6+2 |
| Siege | 5 | — | 4 | 15" | 4 | — | 1d10 (Explosive) |

* Pistols marked with an asterisk can be used for Automatic Fire, firing three shots in one round, at the UR listed in parentheses.

2.2.2 Rifles

Rifles are a lot like pistols, except where pistols are made for taking down Troopers, rifles are designed for punching holes in light vehicles. Like pistols, rifles also have Renaissance and Modern models, which can be used as Gyro Rifles if you don't have any low-tech units to cater to.

A rifle is also built like a pistol, but with more pieces. A Gyro Rifle is made of four pieces (three if they're big pieces), an Impact Rifle is made of five, and a Siege Rifle is made of six pieces.

At TL4 or above, all Rifles (except Siege Rifles) can be Stun weapons affecting living targets, firing tranquilizer darts, beanbags, or tazer caps instead of normal rounds. At TL5 these rifles can be Stun weapons affecting electronic and mechanical targets, firing an ion blast or scrambling magneton beam. At TL6 these weapons can switch 'on-the-fly' between doing normal damage and firing Stun-beams that affect both living and mechanical targets.

Table 2.2
Rifles

| Rifle | TL | 2H | CP | Range | UR | -MP" | Damage |
|--------------|----|----|----|-------|--------|------|------------------|
| Pirate | 3 | X | 5 | 12" | 5 | — | 1d6 |
| Shotgun | 4 | X | 5 | 14" | 3 | — | 1d6+1 |
| Machine Gun* | 4 | X | 6 | 16" | 2 (5*) | — | 1d6 |
| Gyro* | 5 | X | 5 | 20" | 3 (5*) | — | 1d6+3 |
| Impact* | 5 | X | 6 | 18" | 4 (6*) | — | 2d6+2 |
| Siege | 5 | X | 8 | 20" | 5 | -1" | 2d10 (Explosive) |

* Rifles marked with an asterisk can be used for Automatic Fire, firing three shots in one round, at the UR listed in parentheses.

2.2.3 Death Guns

If you are one of those types who enjoys mass destruction (and we can't say we blame you), you're going to want to pass out some of these heavy hitters.

The Bazooka is a troop-portable version of the RenaissanceMan's Cannon. The stats given are for firing MkI explosives (cannonballs), the ratings will change with different classes of explosives and missiles. A SpaceMan armed

with a Bazooka is going to be pretty stationary: besides the -3" MovePenalty, it takes a full turn to pick up a fresh round and load it into the Bazooka, and trying to haul around a lot of spare MkII Missiles by hand is next to impossible. Be careful not to stand behind a Bazooka when it fires a missile! Flames shoot out the back of the launcher and 45 degrees to each side, to a range of the missile's Mk number in inches and doing that number of d6 in Fire Damage. For instance, a MkII missile would shoot 2" flames that did 2d6 Fire damage.

If it is an actual Renaissance Cannon, it cannot be moved unless it is mounted on wheels, and it will take a second full turn to load gunpowder in the back. You can reload in one turn if you employ two Renaissance-Men, one to load cannonballs in the front and one to load powder in the back.

The Death Gun is like a ridiculously big Rifle that shoots explosive bursts of superheated plasma. Usually it will be bigger than an Assault Rifle, but try to put a bayonet of some kind on your Death Guns so they're easier to tell apart. Like all weapons with a d10 damage rating, it does explosive AreaEffect damage.

The Sniper Cannon is a big Rifle with an extended barrel (an antenna piece). It is another 'slow' weapon, because you have to stand still for a turn to aim before you can fire it. However, every consecutive turn you stand still aiming at a target gives you an additional +1 to Skill when you shoot at it.

2.2.4 Explosives

Explosions are integral to any BrikWar. They are not always the most precise or elegant tactical solution, but they are almost always the most entertaining. There are higher grades of explosives than those listed in this chart, but not in troop-portable sizes. Explosives have four potential uses; as grenades, as bombs, as timed explosives, or as missiles (the numbers in parentheses are the statistics for missiles). All types of explosives can be launched out of a Bazooka, except for CannonBalls, which must be launched from Cannons.

Grenades and bombs look about the same; you can tell them apart because bombs are attached to Flyers, while grenades are carried by Troopers. Grenades are cylindrical in shape, and increase in size depending on their Mk rating.

For most minifigs, the range of a thrown grenade is five inches plus the minifig's Skill, minus the MovePenalty of the grenade. For instance, a SpaceMan with a MkII Grenade would be able to throw it 5+1d6-1 inches, or 1d6+4". A StarMan with a MkIII Grenade wants to be behind cover when he throws it, because he often can't throw it far enough to be out of the blast range. For more information on throwing things, see Section 3.6.3: Throwing Objects.

Table 2.3
Death Guns

| Death Gun | TL | 2H | CP | Range | UR | -MP" | Damage |
|---------------|----|----|----|-------|----|------|--------------------------------|
| Bazooka | 4 | X | 10 | 16" | 6* | -3" | 1d10+3* Explosive |
| Death Gun | 6 | X | 10 | 16" | 5 | -2" | 2d10 Explosive |
| Sniper Cannon | 6 | X | 10 | 20" | 5 | -2" | 3d6+4 Must aim for one turn |

* Bazooka stats marked with an asterisk apply when firing MkI explosives—these stats will change with different types of explosives and missiles.

Table 2.4
Explosives

| Explosive | TL | 2H | CP | Range | UR | -MP" | Damage (Explosive) |
|------------|----|----|---------|-------|-------|------|--------------------|
| Cannonball | 3 | X | 3 | 16"* | 6* | -3" | 1d10+3* |
| MkI | 3 | — | 4 (6) | 20" | 3 (6) | — | 1d10+3 |
| MkII | 4 | — | 8 (10) | 22" | 3 (7) | -1" | 1d10+6 |
| MkIII | 4 | — | 12 (14) | 24" | 3 (8) | -2" | 2d10+3 |

*CannonBalls cannot be thrown. They must be launched from a Cannon.

Timed explosives are the same size as the corresponding grenades, but made with square one-dot brix instead of cylinders. Timed explosives are coated with a special glue called *Glom*. Once the Glom has been activated and the explosive is Glommed onto something, there is no way to remove it, so be careful where you put those things. It takes a full movement phase to arm the explosive, set the timer, and Glom it onto a target. The timer can be set for any number of turns (including zero!) The timer counts down by one at the end of every turn of the player that set it. When the timer reaches zero, the bomb explodes, so I hope you've got your units out of the area. To keep track of the timer, set white Pips next to the explosive and remove one at the end of every turn.

Missiles are usually launched out of a Launcher. In desperate situations, a Trooper can set off a missile by hand. He aims with a -5 penalty to Skill, and he is automatically hit by the thrust flames as it launches (1d6 times the Mk rating of the missile in Fire Damage).

Why do we love explosions so much? I'll tell you why. You shoot a SpaceMan with a laser, it puts a little hole in him and he falls over. Big Deal. You shoot a SpaceMan with a MkII Missile, he not only throws himself into the air and divides himself into component pieces, but all his buddies in the area do the same thing. Now that's entertainment! Any weapons with damage measured in d10's cause explosions. For more information, see Section 3.3.2: Explosions.

2.2.5 Archery

Archery is not popular with SpaceMen. Who would use a bow when they could get a Gyro Pistol just as easily? Bows are for MedievalMen and TedNugentMen. A SpaceMan with a bow just looks silly.

A CrossBow can be fired with one hand, but you need two hands and a full Movement Phase to reload it. It takes two hands to fire a Bow, but it doesn't take any time to reload. No unit can use a Bow or a CrossBow unless he is wearing a Quiver. Surprisingly, Quivers never run out of arrows or bolts.

If an archer has a buddy standing nearby with a torch or other source of fire, the buddy can light the archer's arrows as he fires them. Flaming Arrows do 1d6 Fire Damage. The arrows must be lit on the same turn they are fired, otherwise they burn up and light the bow on fire, which can be extremely inconvenient.

2.2.6 Thrown Weapons

Almost any object can be thrown to bonk opponents (for most objects, you can use the Bludgeon stats for shovels and hammers). If you throw a hand weapon, use the regular stats for that hand weapon as if it were used in Close Combat.

Table 2.5
Archery

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|----------|----|-----|----|-------|----|------|--------|
| Bow | 1 | X | 1 | 5" | 4 | — | 1d6-1 |
| Crossbow | 2 | (X) | 2 | 8" | 3 | — | 1d6 |
| Quiver | 1 | — | 1 | — | — | -1" | — |

Table 2.6
Thrown Weapons

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|-------------------|----|----|-----|-------|----|------|--------------|
| Rocks | 0 | — | 0 | * | 2 | — | 1d6-3 (Stun) |
| Sling | 4 | — | 1 | 10" | 3 | — | 1d6 |
| Bolo | 1 | — | 1 | * | 2 | — | (1d6 Skill) |
| Net | 1 | — | 2 | * | 2 | — | (2d6 Skill) |
| Boomerang | 1 | — | 1 | * | 2 | — | 1d6-1 (Stun) |
| Shuriken | 2 | — | 1/3 | * | 2 | — | 1d6-1 |
| Chakam/ Discus | 2 | — | 3 | *x2 | 2 | — | 1d6 |
| Energy Disk | 6 | — | 8 | *x3 | 2 | — | 2d6 |

* The range of thrown weapons is usually Skill+5". For more information on throwing and catching objects, see 3.6.3: Throwing Objects.

Bolos (weights attached by rope or leather straps) and nets (with weighted fringes) are designed to entangle and disable enemies. When a bolo or net first strikes an enemy, roll a contest between the weapon's damage and the target's Skill. If the target rolls as much or higher than the weapon, then it escapes unhindered; otherwise, it becomes entangled in the bolo or net and falls over. The target may roll again at the beginning of every turn to try to untangle itself, or another friendly unit may come by with a blade and cut the victim loose.

If a boomerang hits a target, it bonks it and falls to the ground. If it misses, it automatically returns to the thrower. If the thrower tries to catch the boomerang, he automatically succeeds.

Shuriken are bought three at a time and are represented by the smallest round one-dot PBBs. A unit can carry as many shuriken as it likes, and can throw 2 per turn.

A chakram or discus is like a bladed DeathFrisbee. A unit throwing a chakram or discus can bounce it off any number of objects, doing full damage to each object, as long as the total distance traveled is not greater than the maximum Range of the chakram. At each bounce, the thrower must make another Skill Roll, with a cumulative -1 Skill Penalty per bounce. If the chakram kills or destroys a target, it may slice right through the target without bouncing off of it, at the thrower's discretion. If the chakram ever misses, then it falls to the ground. If the thrower attempts to catch the chakram, he automatically succeeds.

An EnergyDisk is like a super-chakram. It can curve and perform the craziest loops however the thrower wishes, allowing it to make impossible bounces and hit impossible targets, as long as it does not travel farther than its maximum Range. If an EnergyDisk misses a target, it automatically curves back around to return to the thrower, who automatically catches it.

2.3 Close Combat Weapons

2.3.1 Bludgeons

Every SpaceMan has a soft spot for bashing weapons, founded on fond memories of his first Thumping Stick, awarded him in SpaceKindergarten after his first kill.

Just about anything can be turned into a bashing implement by a determined Trooper. However, bashing weapons are pretty weak, so Troopers use them only if they have nothing else. Bashing weapons only cause Stun Damage to living targets.

If a Trooper goes into battle empty-handed, he has years of unarmed combat training to fall back on. He will use his fists only if he has no other weapon, because the armor of enemy units can be pretty tough and the Trooper would prefer not to break his hands.

Clubs include everything from maces and baseball bats to tree limbs wrapped in barbed wire; these can usually be represented by an antenna with a couple of cylinders stuck on it.

Staves happen when you let little kids come over and play with your PBBs, and they break the heads off your spears and pitchforks. (How they do that is a mystery to me. I had always thought my PBBs were nigh-indestructible).

Shovels and Hammers aren't weapons you buy, they're just provided as examples for when you have to improvise weapons. If you try and beat somebody down with something big and heavy like a Launcher or a metal detector, use the Shovel stats. If you're swinging a tool-sized object, like a wrench, a radio, the butt of a pistol, or a coffee mug, use the Hammer stats. Remember that if it's not a weapon, it might break if you hit

Table 2.7
Bludgeons

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|---------|----|----|----|-------|----|------|--------|
| Fists** | 0 | — | 0 | CC | 2 | — | 1d6-1* |
| Club | 0 | — | 1 | CC" | 2 | — | 1d6* |
| Staff | 1 | X | 1 | CC | 2 | — | 1d6* |
| Shovel | 1 | X | 0 | CC | 5 | — | 1d6* |
| Hammer | 1 | — | 0 | CC | 3 | — | 1d6* |

* Bludgeons cause Stun Damage to living targets, and normal Damage to other targets.

** A minifig can only use Fists if he has no other CC weapon. Do not try to punch anything harder than bamboo or you'll break your hand and look stupid.

someone hard enough with it. Most equipment items have an AR of 3; if you do more than 3 points of damage thumping someone with it, it will break.

Most Close Combat weapons can be *turned* to act as bludgeons. If a Trooper wishes to Stun rather than kill a target, he can hit them with the butt of a pistol, the flat of a blade, the blunt side of an axe, et cetera. Weapons used in this manner will use the stats of the equivalent bludgeon.

2.3.2 Blades

When a Trooper expects to do some hand-to-hand combat, he reaches for a blade. More deadly than a mace, less clumsy than an axe, and with a million battlefield uses including gutting and dressing opponents, shaving, and emergency whittling operations, a blade is a perfect companion to any Trooper.

The Golden BroadSword and, to a lesser extent, the Katana, are not usually given to Troopers in the lower ranks. Because of their rarity and expense, they are held mainly by generals and kings. The ShortSword, Saber, and Knife are given to the FootSoldiers, and they do the job well enough, so who can complain?

ChainSaws and BuzzSaws are excellent cutting tools but are very difficult to use in combat. The gyroscopic forces of the spinning blade or chain make it tricky to swing around with enough skill to hit an adversary. (We had to do some real-world testing before we found this out). Usually, your troops will be using them against inanimate objects like locked doors and parked cars.

A LightSaber is a powerful weapon but very expensive. You don't want to hand these out to just anybody. Usually you find these only in the hands of the students of the Farce. If one has the Farce as his ally, he can use a LightSaber to do some pretty impressive things indeed. If one does not have the Farce as his ally, one often ends up chopping off one's own limbs when trying to use a LightSaber.

2.3.3 Spears

Spears are interesting weapons because they can be used for a number of purposes. Except for the lances, they can be used in close combat and thrown as ranged weapons (with a typical range of five inches plus the thrower's Skill). But in all seriousness, the whole point of having a spear is taking a firm grip on it and running fill-tilt at something. If you're riding a horse or a motorcycle at the time, all the better. If

Table 2.8
Blades

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|--------------|----|----|----|-------|----|------|--------|
| Knife | 1 | — | 1 | CC | 2 | — | 1d6-1 |
| ShortSword | 2 | — | 2 | CC | 3 | — | 1d6+1 |
| Katana | 2 | — | 4 | CC | 2 | — | 1d6+3 |
| Golden Sword | 2 | — | 5 | CC | 3 | — | 2d6+1 |
| Saber | 3 | — | 2 | CC | 2 | — | 1d6 |
| ChainSaw | 4 | X | 3 | CC | 6 | — | 2d6+1 |
| LightSaber | 6 | — | 10 | CC | 2 | — | 3d6+2 |

Table 2.9
Spears

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|---------------|----|-----|----|-------|----|------|----------------|
| Lance (Iron)* | 2 | — | 4 | CC | 4 | -2" | (Max 20) |
| Lance (Wood) | 2 | — | 3 | CC | 3 | -1" | (Max 15) |
| Trident | 2 | (X) | 3 | CC | 3 | — | 1d6+1 (Max 10) |
| Spear | 1 | (X) | 2 | CC | 3 | — | 1d6 (Max 10) |
| Gold Spike | 4 | X | 3 | CC | 2 | — | 1d6-1 (Max 30) |

* An Iron Lance is very heavy and can only be wielded by a Trooper with a power of 2 or greater.

you've just mounted a bunch of spikes on the front of your station wagon, better yet.

The Trident and Spear only require two hands when being used in close combat. A SpaceMan can throw them with one hand, or tuck them under one arm and rush someone. If a SpaceMan is using a Trident in Close Combat and rolls an Automatic Success on his skill roll, he can choose to disarm his opponent rather than dealing damage. If the defender is holding something in each hand, the defender chooses which item is dropped.

Now, if you've taken up your spear and are rushing an opponent, you have the potential to do some serious damage. How much damage you do depends on how fast you're going, how heavy you are, and how strong your spear is. A rush attack with a spear will do as much damage as a Collision (see Section 3.6.5: Collisions), without hurting the attacker in any way. However, if that would be more than the maximum damage capacity of the spear (listed in parentheses in the Damage column), the spear only does its maximum damage capacity and then shatters. So if you mount a couple of Tridents on the front of a semi, you're probably not going to use them more than once.

Optional Rule: Getting Stuck

Depending on your mood, you may decide that Spears and Axes get stuck in their targets. Every time a Spear or Axe does enough damage to a target to puncture its Armor, it incurs a -2" Movement Penalty on the following turn because the Trooper wielding it has to pull it back out again. If nobody unsticks the weapon, the target is dragged around wherever the weapon goes.

2.3.4 Axes

Axes are good for some cheap Close Combat power and range. Unfortunately, at the higher end, they require two hands and have high Usage Ratings. The most important consideration, of course, is how scary a Trooper wants to look. The axes are probably the meanest-looking weapons you can field.

Table 2.10
Axes

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|-----------|----|----|----|-------|----|------|--------|
| Hatchet | 1 | — | 2 | CC | 2 | — | 1d6 |
| PickAxe | 2 | X | 2 | CC | 3 | — | 1d6+2 |
| BattleAxe | 2 | X | 3 | CC | 4 | -1" | 1d6+3 |
| Halberd | 2 | X | 4 | CC | 5 | -2" | 2d6 |

2.3.5 Whips

Whips and chains are disdained by normal Troopers, since they are not particularly lethal. They are a specialty item targeted to two primary markets: sadists and psychopaths (for use in various types of torture), and lone-wolf adventurers (because of their many useful secondary functions). All types of whips can be used to grab objects, in order (for instance) to yank them away, to allow the wielder to swing over a chasm, etc. In order to grab an object or unit, a minifig simply has to make a normal Attack roll with his whip. A successful roll means he has grabbed the object without damaging it (unless he is using a hook, in which case the object takes damage in addition to being grabbed). If a minifig wants his whip to let go of an object, it does so automatically—like magic!

Table 2.11
Whips

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|--------------|----|----|-------|-------|----|------|---------------|
| Lasso/Rope | 1 | — | (1) | CC | 2 | — | — |
| Leather Whip | 1 | — | (1) | CC | 3 | — | 1d6 Stun* |
| Chain | 2 | — | (2) | CC | 4 | — | 1d6-1 Stun** |
| Flail | 2 | — | 1+(1) | CC | 3 | — | 1d6+1 Stun*** |
| Rope w/ Hook | 2 | — | 3+(1) | CC | 3 | — | 1d6 |

Point costs in parentheses indicate CP cost per two inches of rope length.
*Unarmored flesh only **Living targets only ***Living targets take Stun Damage

Lassos include every type of rope and vine. Leather whip stats can also be used for rubber hoses. *Flail* refers to any rope or chain with a weight on one end (e.g. nunchaku, morning stars, etc.).

2.3.6 Fire

Fire is scary stuff, and is a lot more complicated than most types of damage (see Section 3.3.5: Fire!). Unless you're willing to put up with a lot of extra die rolls, you might want to avoid using Fire in your battles.

Napalm and FireBombs can be launched out of Bazookas. Torches, OilFlasks, GreekFire, cans of Napalm, and FireBombs can all be thrown. It is not usually a good idea to set off FireBombs and such in a Trooper's hands, but you can if you want.

Table 2.12
Fire

| Weapon | TL | 2H | CP | Range | UR | -MP" | Damage |
|----------------------|----|----|----|-------|-------|------|---------------------------|
| Lighter | 4 | — | 1 | CC | — | — | Use to light fires |
| Torch | 0 | — | 2 | CC | 2 | — | 1d6 Fire Damage (FD) |
| OilFlask | 2 | — | 3 | — | 3 | — | 2d6 FD in 2" puddle |
| GreekFire/ Napalm | 2 | — | 5 | (20") | 3 (6) | — | 3d6 FD in 3" puddle |
| FireBomb | 4 | — | 5 | (20") | 3 (6) | — | 1d10 Explosion +1d6 FD |
| FlameThrower | 4 | X | 5 | 8" | 3 | -2" | 2d6 FD |
| PlasmaGun | 5 | X | 6 | 8" | 4 | -2" | 3d6 FD |

2.4 Armor and Equipment

2.4.1 Armor

Every now and then a soldier gets it into his head that he wants to live through the next battle. It's not very common. The usual Trooper is so excited about the chance to kill other Troopers, he is never bothered with thoughts of personal survival. When it does happen, it's time to either retire or pick up some armor.

There are a number of considerations to take into account. Shields give the best armor boost per point, but take up a hand you probably want to keep free for another weapon. PlateArmor is expensive and slows you down, and you can't depend on its armor boost. Helmets are so common that Troopers of TL2 or higher get them automatically, and it's included in their standard Armor Value. If a Trooper elects *not* to wear a helmet, then the Trooper is 1 CP cheaper and has -1 Armor.

Table 2.13
Armor

| Item | TL | 2H | CP | -MP" | Effect |
|---------------|----|----|------|------|------------------|
| Shield | 1 | — | 1 | — | +2 AV |
| Big Shield | 1 | — | 2 | — | +4 AV |
| Plate Armor | 2 | — | 5 | -1" | +1d6 AV |
| (No Helmet) | | — | (-1) | — | (-1 AV) |
| Helmet | 2 | — | 0 | — | +0 AV |
| Visor Helmet | 2 | — | 1 | — | +1 AV |
| Horse Blanket | 2 | — | 2 | — | +2 AV Hores only |

2.4.2 Equipment

Sometimes the nature of a battle will offer special opportunities to the soldiers that have the tools to take advantage of them. These are those tools. Or some of them, anyway. There are all kinds of tools you might think up.

These are just a few that we like, but they are only provided as examples: you are fully encouraged to make up new kinds of equipment for your battles.

In TL4, Parachutes were big bulky cloth things that can only be used once and from a great height. They became far more practical in TL5 thanks to AntiGravity technology, Parachutes became compact, reusable, and even worked in airless space. An AntiGrav Parachute is powerful enough that a SpaceParatrooper can carry a One-Piece Vehicle with him.

Troopers can be deployed very quickly by loading them into Catapults, Cannons, and Mass Drivers and just launching them wherever you want them to go. Unfortunately, the fatality rates were extremely high until somebody thought of putting Parachutes on the Troopers.

Although SuitCase PsiAmps look like ordinary innocuous suitcases, they are actually sinister Brain Control Devices that can be used to control any Civilian within 5". This isn't as great as it sounds, because Civilians are pretty useless. If any Civilian falls under the influence of more than one Brain Control Device at the same time, he suddenly suffers an instant and fatal case of Exploding Head Syndrome.

Some units, such as Mechanics and Engineers, need a set of tools to do the specialist jobs they were trained for. If you're just using normal Troopers, you won't need to buy any tools.

A container is any PBB that holds things, such as a barrel, chest, backpack, safe, or suitcase.

A Power Pack is a large bulky battery made of two cylinders, a handle, and a hose that can be attached to large devices that need Power to operate. Power packs add to a system's existing Power, and can be used cumulatively, but each Power Pack can only provide Power to one device at a time.

Epaulets are little braided decorations that go on a minifig's shoulders. Epaulets are awarded to minifigs that demonstrate exceptional Skill (+1 to normal Skill).

Communications systems and gun conversions are holdovers from earlier versions of the game. If you decide to operate under the optional communications rules, then every squad of three to five Troopers will need to be able to communicate with other squads or they become disoriented and move at half speed. If you decide to use gun conversions, each conversion is represented by a transparent colored cylinder stuck on the modified weapon.

Magical Potions of one kind or another exist in every age, although they might be called Stimulants or SynthoHormones or CaffeinatedBeverages or whatever is most appropriate to the TL. A magic potion is represented by a colored cylinder (or mug, or chalice) with a colored gem on top.

Table 2.14
Equipment

| Item | TL | CP | Range | -MP" | Effect |
|-----------------|----|----|-------|------|------------------------------|
| Jetpack | 5 | 5 | — | — | Double Minifig movement |
| Parachute | 4 | 2 | — | — | Prevents dmg from falling |
| SuitCase PsiAmp | 6 | 10 | 5" | — | Controls civilians brains |
| Tools | 1 | 5 | — | — | Sometimes you need a tool |
| Skis | 2 | 2 | — | — | Doubles movement in snow |
| Flippers | 4 | 1 | — | — | Moves fulls speed underwater |
| Container | 1 | 1 | — | — | Holds things |
| Power Pack | 5 | 2 | — | -1" | Proves 2 Power to one device |
| Epaulets | 2 | 1 | — | — | +1 to Skill |

2.5 Creating New Weapons and Equipment

If you would like to create new weapons or modified versions of existing weapons, it's easy to do. But be careful! The more different specialized types of objects you have in a battle (and this also applies to specialized units, vehicles, bases, and abilities), the harder it gets to keep track of all of them. As you start spending more and more energy trying to keep track of all the different specialized objects and units, you're going to find that you start to have much less fun playing. Especially when you are just starting out, keep everything as simple as possible—three or four basic types of weapons, units, and vehicles should be enough for most purposes. After a few

games you should have a good idea of how many different lists of statistics you can comfortably keep track of while still having fun.

To create a new weapon, find the weapon on the above list that most closely matches your new weapon in form and function. Then modify it according to Table 2.18.

If you would like to create new types of equipment, discuss it with your opponents. As long as you can all agree on the statistics and CP cost, you can invent as many new types of equipment as you like.

Table 2.15
Communications

| Item | TL | 2H | Range | Effect |
|----------|----|----|-------|-----------------------------|
| Yelling | 0 | — | 8" | Allow squads to communicate |
| Banner | 2 | X | — | Must be mounted on Lance |
| Bugle | 2 | — | 12" | Allow squads to communicate |
| CB Radio | 4 | — | — | Allow squads to communicate |

Table 2.16
Gun Conversions

| Item | TL | CP | Effect |
|-----------------|----|----|-----------------------------|
| Hi-Pro Ammo | 5 | 2 | (Green) = 1d6 Damage, +1 UR |
| ShootFar Mod | 5 | 2 | (Blue) +5" Range |
| Stabilizer Gyro | 5 | 2 | (Red) -1 UR |

Table 2.17
Magical Potions

| Item | TL | CP | Effect |
|-------------|----|----|---|
| Strength | 1 | 2 | (Red) +1 Power for 1d6 turns |
| Speed | 1 | 3 | (Green) +1d6" Movement, +1 Attack for 1d6 turns |
| Protection | 1 | 2 | (White) +1d6 Armor for 1d6 turns |
| Flight | 1 | 3 | (Blue) Unit can fly for 1d6 turns |
| Energy | 1 | 1 | (Yellow) UnStuns a unit |
| Yak's Blood | 1 | 0 | (Black) No good can com from drinking this! |

Table 2.18
Creating New Weapons and Equipment

| Attribute Modified | CP Cost |
|--------------------|---|
| TekLevel | +1 CP per -1 TL |
| 2-Handed | +1 CP to make a 2H weapon 1H, -1 to make a 1H 2H |
| Range | +1 CP per +4" |
| CC Weapon Length | +1 CP per +1 Brik of length |
| Usage Rating | +1 CP per -1 UR |
| Move Penalty | -1 CP per -1" -MP" |
| Damage | +1 CP per +2 Damage or +2 Stun Damage +4 CP per +1d6 Fire Damage +6 CP per +1d10 Explosion Damage |

Part II: Battle

3

Advanced Combat

Under the Advanced Combat rules, things get a little more complex. A unit making an attack still makes his Skill Roll against the Usage Rating of his weapon, and if he hits, the target still makes an Armor Roll against the Damage. But in certain situations, the Skill Roll may receive Skill Modifiers making it more or less difficult to hit, and there are many different ways a target can take Damage.

3.1 Ranged Combat

3.1.1 NearMiss Rules

In Basic Combat, when you fire a ranged weapon and miss, standard practice is to feel momentarily disappointed and then move on to the next attack. In Advanced Combat, there are a number of situations in which you'll want to find out exactly where the missed shot went. If you launch a missile, it might miss by a few inches but still catch the target in the blast radius; if you throw a knife, you'll want to see where it lands so you can pick it up again later. If you fire a laser at a base wall, you might miss the section you were aiming for but still hit another part of the base a few inches away. If you fire an assault rifle at a Trooper standing in a crowd of bystanders, you'll want to see who the innocent victims are.

Any time you make a ranged attack (throwing, firing, or launching a weapon) and you fail the Attack Roll, figure out exactly how much you missed your Attack Roll by—this is your MissedBy number.

Your MissedBy number is whatever roll you needed to hit, minus whatever roll you actually made. For example: suppose you needed to roll a five to hit a certain target, but you only rolled a two; your MissedBy number would be five minus two, or three.

The MissedBy number determines the maximum number of inches your shot may have missed by, depending on what kind of ranged attack you were making. If a minifig was throwing an object, then the shot missed by as much as (MissedBy) inches. If a minifig was firing a ranged weapon (a rifle, bow and arrow, bazooka, etc.) or using some kind of object launcher (a baseball bat, spearthrower, golf clubs, sling, etc.), then the shot missed by as much as (2 x MissedBy) inches. If a Siege Weapon is fired (a catapult, surface-to-air missile, Vulcan cannon, battleship deck gun, etc.), then the shot missed by as much as (3 x MissedBy) inches. If a weapon is fired onto the battlefield from somewhere outside the battlefield (an ICBM, a blast from the Death Star, etc.) then the shot missed by as much as (4 x MissedBy) inches.

The shot lands somewhere within this many inches of the target, within whatever space the attack could normally reach. The shot cannot land outside the attacker's maximum range or outside the firing arc of the weapon (45 degrees to either side). The shot cannot land within three inches of the weapon firing it (most weapons are designed in such a way that they cannot hit themselves), unless the attacker was firing at something

less than three inches away from itself. The shot cannot hit a target that is hidden behind another object, nor can it hit the side of a target facing away from the weapon being fired.

Weapons whose flight paths describe parametric arcs, i.e., ballistic weapons and thrown weapons—have no limit on their firing arc, can hit targets behind other targets, and are perfectly capable of hitting their own launchers.

How do you decide where in this area your shot landed? That bad news is, you don't, your opponent does. If you have more than one opponent, this will be the opponent whose unit you were targeting. If you were not targeting any of your opponents' units, then choose whichever opponent is most opposed to letting you hit your target. Your opponent may choose any target within this area, including the original intended target or a different part of the intended target, but most often he will choose neutral targets like trees or the ground or the sky. He may also choose to target another unit in the target area that is controlled either by you (or your allies) or himself (or his allies). He is *not* allowed to target a unit controlled by any other players. He can target the ground immediately next to them if he likes.

Optional Rule: Small Targets

If you shoot at something extremely small and hit it, your opponent may force you to make an *extra* roll to see if you missed by just a little bit—not enough to make a difference when shooting at most targets. He rolls 1d6 using the following formula:

The MissedBy number is then multiplied depending on what kind of weapon you were using (thrown object $\times 1$, ranged weapon $\times 2$, siege weapon $\times 3$, super siege weapon $\times 4$) to see how many inches the attack missed by (do not round).

If you rolled a Critical Success on your Attack Roll, your attack always hits and your opponent is not allowed to make a roll on Table 3.1.

Table 3.1
Small Targets NearMiss Table

| Roll 1d6 | Result |
|----------|--|
| 1 | The shot is absolutely precise, and does 25% extra damage. |
| 2 or 3 | The shot is on target. |
| 4 | The shot gets a MissedBy number of 1/16 (one sixteenth). |
| 5 | The shot gets a MissedBy number of 1/8 (one eighth). |
| 6 | The shot gets a MissedBy number of 1/4 (one quarter). |

3.1.2 Skill Modifiers

There are a number of situations that affect the difficulty of hitting a target with a ranged attack. These situations are given Skill Modifiers, which are added to or subtracted from a soldier's Skill when firing. A positive Skill Modifier means the soldier is firing under advantageous conditions, and a negative modifier means the shot is more difficult than normal.

If a soldier wants to improve his chances at hitting a target, he can put some extra effort into aiming. If a unit stands still and aims for his full turn, he fires at +2 Skill. A soldier gets no bonus for aiming at a target he can't see.

If the target is entirely hidden, then it is very hard to hit. If the target is entirely hidden, but the attacker somehow knows exactly where he is (maybe the cover is just that small, maybe the attacker is psychic, whatever), he can try to shoot the target through its cover. He does so at -5 to Skill, and whatever damage he does has to get through the Armor Rating of the cover. The target takes however much damage is left over after punching through the cover.

How fast a target is moving affects how difficult it is to hit. A target that has not moved for a turn or more is targeted at +1 to Skill. A target that is moving quickly is targeted at -1 to Skill for every full 6" it moved on its last turn. If a unit is moving quickly when it makes its attack, it fires at -1 to Skill for every full 6" it moves in its turn.

Sometimes your only chance to hit an enemy is by pulling off a snap shot when he's running from one piece of cover to the next. This is called Opportunity Fire. If a soldier did not make any attacks on his previous turn and is holding his weapon in a ready position, he can make an attack during his opponent's Movement

Phase, when an enemy soldier moves into his field of fire. He fires at -2 to skill, and cannot take any bonuses from aiming.

3.2 Close Combat

There are a couple of situations that affect the difficulty of close combat as well. As in ranged combat, close combat weapons can be used in Opportunity Fire, and the same bonuses and penalties for speed apply. There's no point in standing around aiming close combat weapons, and NearMiss rules do not apply to Close Combat. Units using Close Combat weapons get a $+5$ bonus to hit an inanimate target (making it extremely difficult to miss).

The big difference between ranged combat and close combat is that every turn two minifigs are locked in combat, both of them get to try to whack the arms, legs, heads, and torsos off of each other. Every time one minifig attacks another with a close combat weapon, if the other one survives and has a close combat weapon of his own, he has the chance to counterattack. A minifig with two close combat weapons can attack with both of them in a single turn, if his target also has a second close combat weapon, he gets a second counterattack. Even if the target minifig has more close combat weapons than the attacking minifig, he only gets as many counterattacks as the number of times he is attacked. If a minifig has both hands free, he can use his fists as a single close combat weapon (not as two separate weapons). In a pinch, most ranged weapons or pieces of equipment can be used as bludgeoning weapons (using the statistics for shovels and hammers).

If there's a really tough guy on the field who's causing you trouble, you can send a bunch of guys to gang up on him. The defender gets a separate set of counterattacks against each attacker, but every successive attacker incurs a cumulative -2 penalty to his Skill and Armor rolls. For instance, a Trooper who gets dog-piled by three enemy Troopers would defend with his regular AR and counterattack at unmodified Skill against the first, at -2 against the second, and (if he survives that long) -4 against the third. No more than four units can gang up on any single enemy minifig at a time, otherwise it gets so crowded they start hacking off each others' limbs by accident.

If a unit tries to break out of close combat, his opponents each get one free attack on him with one weapon, and he gets no counterattack.

Some special units have a Close Combat Bonus. This bonus applies only when the unit is engaged in close combat, or when it throws a close combat weapon. The bonus is added to their Attack Roll every time they attack with a close combat weapon, and if they hit, the bonus is also added to their Damage Roll.

A minifig or robot who is especially strong will do more damage with Close Combat Weapons. If the unit's Power rating is more than one, multiply the damage from the Close Combat Weapon by the unit's Power rating. However, the weapon will break if it does more than its maximum damage in a single attack, depending on what the weapon is made out of, see Table 3.2.

Table 3.2
Weapon Breakage

| Weapon | Min TL | Max. Damage Before Breaking |
|-------------------------------|----------------|-----------------------------|
| Stone | 0 (Stone Age) | 5 |
| Wooden (brown) | 1 (Tribal Age) | 10 |
| Iron (grey or black) | 2 (Iron Age) | 15 |
| Steel (grey or black) | 2 (Medieval) | 20 |
| Mithril (shiny gold) | 2 (Magical) | 30 |
| Adamantium Alloy (shiny gold) | 5 (Space Age) | 50 |
| Energy (transparent) | 6 (Star Age) | No Limit |

3.3 More Ways to Die

We've given the Troopers a whole slew of weapons and toys with which they can blow each other to pieces, and yet they still beg for more ways to kill each other. You can't fault their dedication. So, besides the basic Attack

Roll/Damage Roll sequence, there are a couple of other ways for the eager general to get his soldiers killed, if he's willing to put up with a few extra rules.

3.3.1 Cumulative Damage

First of all, if you have a bunch of units making attacks on a single unit, you can decide to do Cumulative Damage. Roll all the units' attacks, and for however many of them hit, add the damage together and roll it all at once. In certain situations you might opt not to do Cumulative Damage, or to break it up into smaller sets of Cumulative Damage.

Example: You have nine units who can fire on a single heavily armored enemy Trooper. You figure three will be enough to take him down, leaving the other six available to shoot other targets. You roll the three Troopers' attacks, and two of them hit, doing enough damage to obliterate the Trooper. Unfortunately, the Trooper rolled an automatic success on his Armor Roll, so he laughs it off. You then decide to use three of the six remaining units in another attempt. This time you succeed, and the Trooper is toast. You now have three units left to attack other targets.

If the target you are attempting to do cumulative damage to is very large, like a building or a giant Agdern monster, one of your units trying to take part in the Cumulative Damage may miss his Attack Roll but come close enough to still hit the target somewhere else. The damage from his attack is handled separately and is not counted in with the Cumulative Damage Roll.

If your target has a high Armor rating, like a concrete embankment or a steamroller, it might be impossible for you to do enough damage in one turn to destroy it. For targets with more than 10 points of Armor ($10 \text{ points} = 2d10 - 1 = 3d6 - 1$), you can choose to do Cumulative Damage over a series of turns. Every turn that you do Cumulative Damage to a specific area on the target but do not destroy it, half of the total damage is added to that area's Permanent Damage at the end of the turn. Put red Pips next to the affected area to signify how much Permanent Damage it has taken. Different parts of an object may have different amounts of Permanent Damage. This Permanent Damage is added to the Damage Roll every time Cumulative Damage is done to that area of the target. Eventually, this will allow (for instance) gangs of Troopers to bash down doors with battering rams or chop down trees with hatchets.

3.3.2 Explosions

Units standing too close to an explosion may be caught in the blast radius. Any weapon with damage measured in $d10$'s (regular explosives) or $d20$'s (radioactive or plasma explosives) does Explosion Damage.

When an explosion goes off, it does full damage to everything within 2", damage minus one die to everything within the next two inches, damage minus two dice to everything within the next two inches, and so on until there are no more dice.

Example: A Trooper standing five inches away when a MkIII Grenade goes off takes $(3d10+3) - 2d10$ or $1d10+3$ damage. His friend standing one inch from the grenade takes the full $3d10+3$ damage.

Anything that is not nailed down when an explosion hits, regardless of whether or not it survives the explosion, will be knocked back 1" for every die of damage it takes. Things that are nailed down, like trees and walls, will only be knocked back if they do not survive the Explosion Damage.

Heavy projectiles such as CannonBalls or boulders launched from Catapults can hit hard enough to create explosions from concussion alone, but most explosions will be caused by some sort of chemical or energy explosive. The intense heat created in these types of explosions tends to set everything in the blast radius on fire. In such an explosion, for every die that comes up as an 8 or greater (on either $1d10$ s or $1d20$ s) in a target object's Explosion Damage Roll, the affected object's Burn Level gains 1d6. In this manner, the object's Burn Level may be raised higher than what would normally be the object's maximum Burn Level.

If a unit takes cover behind a wall of sandbags or a big truck or some other large object, it can avoid taking damage from the explosion. However, if the cover object is destroyed, or if it is knocked back far enough that it strikes the unit it is protecting, the unit will take regular explosion damage minus the armor rating of the object he was using for cover.

Example: A Trooper is standing 2" away from a 1d10 Brik wall. On the other side of the wall, a 3d10+3 explosion goes off. The wall is an inch away from the explosion, so it takes full damage. The explosion rolls 6+4+3 or 13 for Damage and the wall rolls a 7 for its Armor; the explosion's roll is higher. The wall is destroyed and knocked back 3", smacking into the Trooper on the other side. (If the wall had survived, he would have been fine). The Trooper is 3" away from the explosion, so he takes 2d10+3 damage, minus the 1d10 armor of the wall, for a total of 1d10+3. Miraculously, the explosion rolls a 2 on its 1d10, doing only 5 points total damage. The Trooper is knocked back 1" but survives with only a few bruises and scrapes. It might take him a little while to get out from under the wall, however.

3.3.3 Getting Smacked Around and Getting Trapped

Oftentimes, a soldier will be betrayed by his environment. This may involve falling from great heights, having heavy objects dropped on him from great heights, having heavy objects smack into him at high speed, being tied to heavy objects and dropped into the ocean, finding himself trapped at the bottom of a well, et cetera. Things like this are covered in the Moving Around and Brik Physix sections of this chapter.

3.3.4 Bleeding

We didn't really write any rules for dismembering your opponents, but if you decide a minifig has lost an extremity or limb for some reason, he's going to lose a lot of blood. He takes 1d6 damage per turn until he gets some kind of first aid and bandaging or until the wound is cauterized, and he is at -2 Skill until he can spend some serious down-time in a hospital.

3.3.5 Fire!

Regular Fires come in three Burn Levels: 1d6, 2d6, and 3d6. When an object catches on fire, pile a bunch of fire-colored brix so it is clear to everyone that it is on fire. For a 1d6 fire, a pile of yellow brix will do; for a 2d6 fire, yellow and red brix; for a 3d6 fire, use white, yellow, and red brix together. This way you'll have no problem telling how hot a fire is.

In explosions, hotter fires are sometimes possible. For a 4d6 fire, use white brix only; for a 5d6 fire, white and blue brix; for a 6d6 fire, blue brix only. Fires hotter than 6d6 are not normally possible unless you're fighting a battle on the surface of the Sun.

Anyone or anything that is on fire takes Fire Damage equal to its Burn Level (i.e. a 2d6 fire would do 2d6 of Fire Damage to its victim), at the beginning of every turn. If this damage is enough to destroy the target, it is 'burned down' (if it is something like a tree or a grass hut) or 'burned to death' (if it is something like a Trooper or a SpaceMonkey).

Any die that comes up a one on the Fire Damage Roll means that the fire died down a level (it loses 1d6 from its Burn Level for every die that comes up one). If the burning object spends a turn rolling around in the dirt or getting sprayed with a fire extinguisher, the fire rating also goes down by 1d6. If the Burn Level is reduced to zero, then the fire has gone out. If the burning object jumps in a lake or is in airless space or is otherwise submerged in some liquid (besides something like molten lava or gasoline), the fire goes out.

Any die that comes up a five or a six on the Fire Damage Roll means that the fire blazed up a level (its Burn Level gains 1d6), up to the object's maximum Burn Level. How hot a fire can burn is determined by the size of the object burning. An equipment-sized object, like a book or a chair, burns at a maximum of 1d6. A minifig-sized object, such as a Trooper or a log in a fire pit, burns at a maximum of 2d6. Larger objects, such as trees, houses, or FireTrux, burn at a maximum heat of 3d6.

For any object whose Burn Level has somehow been raised higher than its maximum Burn Level (most frequently because the object was recently involved in an explosion), the object's Burn Level automatically loses 1d6 at the beginning of every turn, after the Fire Damage Roll has been made.

Objects soaked in gasoline burn at 4d6 as soon as they are exposed to heat; jet and rocket fuel burn at 5d6, nuclear and plasma fuels at 6d6. The fuel quickly burns off, and the object's Burn Level automatically loses 1d6 per turn as above, until it reaches its normal maximum Burn Level.

Any time an object that is on fire touches or is touched by a flammable object, roll the first object's Burn Level. For every die that comes up six, the second object catches fire and gains 1d6 of Burn Level. The second object's Burn Level rating cannot be raised higher than the first object's in this manner, nor can it be raised higher than its own maximum Burn Level. Some things do not burn, like concrete or dirt or oceans. Some things explode when they burn, like dynamite and vehicles running on fossil fuels.

If a fire is started on some large flammable object or area (like a forest or a Roman slave galley), the whole thing doesn't go up all at once—the fire takes a little while to spread. A fire spreads by as many inches per turn as it has d6es in its Burn Level (e.g., a 1d6 fire would spread at 1" per turn; a 4d6 fire spreads at 4" per turn, etc). It is not a good idea to get too close to a fire, the flames extend for 1" around the burning object at full strength; they lose 1d6 of Burn Level for every inch further from the burning object (e.g., a Trooper standing 2" away from a 4d6 gasoline fire would be exposed to 3d6 flames; his brother standing 4" away would be exposed to the heat of a 1d6 flame).

We suggest you don't go crazy with FlameThrowers and FireBombs in your battles, because while fire is a lot of fun once in a while, all those extra die rolls get to be a pain to deal with on any kind of a regular basis.

3.3.6 Getting Stunned

Certain types of attacks do Stun Damage rather than regular Damage. Most Stun attacks only work on certain types of targets, living beings and electrical systems being the most commonly affected (although clever attacks may produce Stun effects in other targets—a MonkeyWrench in a giant Robot's gears, for instance). If a unit takes more Stun damage than its Armor Roll, or if a combination of Stun Damage and regular Damage is more than the unit's Armor Roll, then the unit is Stunned. A Stunned unit has half Power (round down) and moves at half speed (round down). If a unit takes enough Stun Damage to Stun it when it is already Stunned, it is Disabled (in the case of machines) or Unconscious (in the case of a living being). If a Disabled or Unconscious unit is Stunned a third time, then it is killed or destroyed.

A Stunned minifig generally crawls around on its stomach; an Unconscious minifig lies on its back. This makes it easy to tell which minifigs are Stunned or Unconscious. If for some reason you need your Stunned minifig to stagger around in an upright position, put one gray Pip next to it so that you don't forget that it's Stunned.

To recover from Stun Damage, roll 1d6 at the end of the unit's turn. On a roll of 6, an Unconscious or Disabled unit becomes merely Stunned, and a Stunned unit returns to normal.

3.3.7 Rasslin'

Units with arms and hands, or other grabbing appendages (like robo-claws or big crocodile mouths), can grab other units. If the target unit would prefer not to be grabbed, then both units must make a Skill Roll, plus any Close Combat bonuses they may have. If the defender is carrying or wearing any equipment that gives bonuses to his Armor (e.g., from a shield or PlateArmor), those bonuses are added to his Skill Roll. If the attacker's roll is higher, then he has successfully grabbed the defender. If the defender's roll is higher, not only has the attacker failed to grab him, but if the defender wishes then he has grabbed the attacker instead. If the roll is a tie, then neither opponent has grabbed the other.

Once a unit has grabbed another unit, he may do with him as he pleases! If the unit is strong enough, he can pick up the other unit and throw him or use whatever pro wrestling move he fancies. If he is not strong enough to lift the other unit, he can hold it in place (if he is as strong or stronger than the grabbed unit) or at least slow it down (since the grabbed unit is now forced to drag him around).

If a unit has been grabbed and is not happy with the situation, it may try to break free. The grabber and grabbee each roll as many d6 as they have points in their respective Power ratings. If the grabbed unit rolls higher than the unit grabbing it, then it has broken the grabbing unit's grip and can escape.

3.4 Moving Around

Not all battles are fought on bare asphalt plains. In fact, Troopers very rarely have any interest in conquering asphalt plains. This is because there are no trees, animals, or innocent bystanders to take stray bullets and get caught in explosions. As such, they often find themselves dealing with rough terrain.

Minifigs' and vehicles' movement rates are modified depending on the type of terrain they're traversing. Minifigs moving uphill take a $-1''$ movement penalty. Moving up a steep grade (45 degrees or greater) gives a $-2''$ penalty. Moving downhill gives a $+1''$ bonus to movement, and moving down a steep grade gives $+2''$ to movement. These modifiers are doubled for vehicles. Moving in, into, or out of liquid or swampy terrain (i.e. water, mud, quicksand, chocolate pudding) is done at half speed. Falling or rising underwater is done at a maximum of one story (six brix) of height per turn.

Minifigs can jump $1''$ high and $2''$ away. This is part of normal movement, and costs just as much as running or walking the same distance. Minifigs can hop onto or over any obstacle two brix high or less at no penalty. Obstacles two to five brix tall must be climbed over, which costs $2''$ of movement. Objects more than five brix tall are impassible. Walk around them.

A vehicle's ability to drive over obstacles depends on so many factors that there's only one way to see if a vehicle can drive over an obstacle: Run the vehicle into the obstacle. If the front bumper doesn't clear the obstacle, then you have a collision. If it hits the tires or treads of your vehicle (or the legs of your robot), then you may be able to drive over it. A vehicle can drive over objects up to $\frac{1}{4}$ the height of its tires, treads, or legs at full speed; objects up to $\frac{1}{2}$ the height of tires, treads, or legs can be driven over at half speed. Once you've gotten the front tires over the obstacle, check to make sure the chassis between the front and back tires has enough ground clearance to clear the obstacle—if your vehicle *bottoms out*, you're stuck there until somebody thinks of a way to get you off of the obstacle!

In a desperate situation, a minifig or animal (any living creature, no androids) can put forth Extra Effort, either giving itself an additional $5''$ of Movement or giving itself 1 extra point of Power. At the end of the turn, roll 1d6, if you roll lower than a 5, then the unit is Stunned from exhaustion. If a Stunned unit puts forth Extra Effort, it can behave as if it were not Stunned, but at the end of the turn it must roll a 6 on 1d6 or it falls Unconscious.

3.5 Non-Combat Action

Sometimes, to further his Civilization's cause, a Trooper is forced to take some action besides moving or attacking. This should generally be avoided, because moving and attacking are very dear to the Troopers' hearts. The morale of early generations of SpaceTroopers improved greatly as a specially selected corps of Genetixists eliminated their need for food, sleep, and companionship, freeing up more time for moving and attacking. Any actions that take time away from these two behaviors make Troopers unhappy and cause them to question their commanders' competence.

However, the needs of victory often take precedence over the concerns of morale, and Troopers must sometimes act against their better instincts and take a Non-Combat Action. Almost anything that a normal person could do, a Trooper can do. Usually the Trooper can perform a Non-Combat Action without any trouble. If for some reason you want to try something that seems especially difficult, you and your opponent will have to decide on a difficulty rating for it (on a case-by-case basis) and then roll a Skill Roll against it.

There are all kinds of Non-Combat Actions. Civilians go around holding conversations and attending to their dreary jobs. Slaves will traipse around picking up the debris of battle. Medix will attend to the vivisection of the dying. Soldiers will try to disarm the MkIII Explosives that inevitably get glommed onto their heads.

Most Non-Combat Actions cost $1''$ of movement. That is to say, taking that action took a little bit of time, and now the soldier has a little less time to spend on moving around. Things like pulling a lever, opening

a door, standing up or sitting down, and picking up or setting it down objects fall into this category. Other actions may take a whole movement phase, such as operating a computer, taking off a pair of pants, or chewing out a soldier when you bust him back down to private. If the action is something that a soldier could still do at a dead run, then it doesn't slow him down any. Actions like this include shouting orders, dropping an object already in hand, sneezing, slapping oneself about the face, et cetera.

Troopers driving vehicles don't usually take a lot of Non-Combat Actions, because they're busy driving vehicles. In the unlikely event that a driver finds himself in the position to take a Non-Combat Action while driving, the rules are a little different. Any action that would normally take a -1 movement penalty now doubles the vehicle's TurnRate. Any action that takes a whole turn now prevents the vehicle from turning entirely (the driver is steering with his knees).

3.6 Brik Physix

Brik Physix is where BrikWars really comes into its own. Up to this point, there's not a lot to distinguish this game from any of a million other wargames out there besides good looks and charm. Why bother wasting your time learning a whole new wargame just because it uses plastik brix instead of lead miniatures? You probably fall into one of these groups:

1. You already have a lot of plastic brix. Getting a comparable amount of lead miniatures would cost a lot of money, or at least take some work. You are too lazy for that kind of thing.
2. This rulebook is free. Most wargaming rulebooks are not. You are stingy and cheap.
3. You can download this rulebook from the Internet. For other wargames, you have to go to the store and buy them. You don't want to attract the attention of the dorks who hang out in the stores that sell wargames. You are snooty and intolerant.
4. You have no idea what you're doing here. You have no idea what you are reading. You downloaded the rulebook by mistyping "<http://www.harvard.edu/admissions/>" very, very badly. You are an imbecile.
5. You really, really like your favorite brand of plastic brix and have set out to read every page on the Internet that has anything remotely to do with them. You are focused and diligent, as well as extraordinarily good-looking. Your mental acuity astounds your friends and enemies alike.

If you fall into not just one, but all of these groups, then it sounds like we have a lot in common. We should do lunch sometime.

Wargaming is fun, and building with plastic brix is fun. What if you could do both at the same time? Now you can! There's no reason the building has to stop when the fighting begins. The nature of plastic brix offers the enterprising commander a chance to modify the terrain in far more constructive ways than just blasting huge craters in it and littering it with smoking debris. Slaves can be sent out to collect loose Blox and pile them into walls for fortification or stairs for overcoming obstacles. Mechanix can scavenge the debris from crashed vehicles to build "like-new" vehicles. Medix can gather up the scattered body parts of their deceased comrades and sew up some temporary vivisect zombies. What other wargame offers that kind of interactivity? Here are the rules that tell you how to move those Brix into position.

3.6.1 Determining Mass

For everyone who asked, the force of gravity in BrikWars provides a downward acceleration of four inches per turn, per turn. The downward force exerted on an object by gravity is four inches per turn, per turn, times the mass of the object ($(4 \times \text{Mass}) b$). Hopefully, you will be able to avoid any situation in which you would ever need to know this obscure fact.

To know what you can do with an object, first you have to know how heavy it is. A Blok (a 2×4 Brik) is the BrikWars measure of weight. All normal minifigs weigh one Blok. Hand tools and weapons have no

appreciable weight (zero Blox); larger objects weigh as much as their Armor Value divided by five (round up). If a larger object has no defined Armor Value, figure out about how many Blox big it is, and that's how much it weighs. If the object is *nailed down*, like a tree, a wall, or a mountain, you have to knock it down before it can be moved.

If you want to be more precise when determining the weight of a larger object such as a vehicle or base, multiply its Area in dots (minimum 10) times its Armor Value and divide the result by 100. The dividend will be the object's weight in Blox.

3.6.2 Moving Objects Around

Once you know the weight of the object you're going to move, you have to know the Power of the unit attempting to move it. Troopers, and most other kinds of minifigs, have a Power rating of 1. Horses have a Power rating of 2. Vehicles' Power ratings depend on their chassis size and propulsion type. Units working together (minifigs, vehicles, or both) can *team up*, combining their Power for the purposes of lifting, carrying, pushing, or dragging objects.

Normal minifigs with a Power rating of 1 can pick up, set down, or carry most normal objects with no Movement Penalty (MP). Picking up or setting down a 1-Blok object costs 1" of movement; a 2-Blok object costs 2". Carrying a 1-Blok object incurs -1" MP; a 2-Blok object incurs -2" MP. Objects weighing more than two Blox have to be shoved or dragged around.

If a unit or group of units (minifigs or otherwise) is able to pick things up (e.g. it has arms, a crane, tractor beams, telekinesis, etc.), it can pick up objects weighing fewer Blox than its Power rating with no Movement Penalty. Picking up or setting down objects weighing as many Blox as (but fewer than twice as many Blox as) the unit's Power rating costs 1" of movement, and the object incurs -1" MP while it is being carried. Picking up or setting down objects weighing precisely twice as many Blox as the unit's Power rating costs 2" of movement, and the object incurs -2" MP while it is being carried. Objects weighing more than twice as many Blox as the unit's Power rating cannot be picked up or carried.

Pushing or dragging an object on wheels or an object that rolls (or is on runners or skis, or on a low-friction surface like ice, water, air, or vacuum) works in the following manner: for every point of Power a unit has, he has five "Blok-inches" (or 5b") of torque. That is to say, he could accelerate or decelerate a 1-Blok object by 5" per turn, or a 5-Blok object by 1" per turn, or a 2-Blok object by 2" per turn (don't forget to round down when dividing). A unit cannot accelerate an object to a speed faster than the unit's own maximum speed. Such an object, once moving, continues in the same direction (losing one inch of velocity to friction) every time it is the pushing or dragging player's turn, whether the player is still pushing or dragging it or not.

Pushing or dragging an object with no wheels works in almost the same way. Any attempt to get the object to gain speed is done as if the object weighed twice as much; maintaining speed or decelerating the object are handled as usual. The object loses 5" of velocity to friction every turn.

A moving object on a slope feels 1" of downhill acceleration per turn, or 2" of acceleration if the slope is 45 degrees or steeper.

Example: You want to roll a big round boulder weighing six Blox down a hill onto an enemy camp. Unfortunately, you have to get it to the crest of the hill first. One Trooper would have no way to move it, it's too heavy. Two Troopers working together would have 10b" of torque, and so could accelerate it by 1" per turn (10 Blok-inches divided by 6 Blox, rounded down). Three Troopers (with 15b") could accelerate it by 2" per turn, or they could pick it up (costing 2" of movement) and carry it around (with a 2" Movement Penalty). If there's room for six Troopers to get a grip on it, they could accelerate the boulder (with 30b") by 5" per turn, or they could pick it up (costing 1") and carry it around (with 1" of Movement Penalty). Once they get it rolling down the steep slope, it picks up 1" of Speed every turn on its own (2" of downhill acceleration minus 1" to friction).

3.6.3 Throwing Objects

A minifig (or any unit with arms) can throw objects it is carrying. This counts as an attack—a unit that throws an object can make no other attacks that turn. A unit can throw an object as many inches as it could push it in

one turn $((5 \times \text{Power})$ " for objects weighing up to one Blok, or $((5 \times \text{Power}) / \text{Mass in Blok})$ ", rounded down, for heavier objects), plus his Skill in inches. Most minifigs have a Power rating of 1, and so a normal minifig can throw an object weighing up to one Blok a maximum distance of 5" plus their Skill. The range of a Trooper's thrown weapon is $1d6+5$ ".

Example: A Trooper tries to throw a big Blok. The range of the object is five inches, plus the Trooper's Skill of $1d6, 1d6+5$ " total. A super-strong Trooper, with a Power rating of 2, tries to throw a big rock weighing 3 Blok. The range of this object is $((5 \times \text{Power}/\text{weight}) + \text{Skill})$ " or $((10/3)+1d6)$ " or $1d6+3$ " total.

If you want to throw a Close Combat weapon, the throw has the same Usage Rating as the weapon, and does the same damage if it hits. (Remember that you can use the stats for Hammers and Shovels when using other pieces of normal equipment as Close Combat weapons.) Most other thrown objects' Usage Rating will be three, plus the object's Movement Penalty. These objects will do $1d6-3$ damage, plus twice the weight of the object in Blok, times the Power of the units throwing them. Ranged combat modifiers should be taken into account.

A unit can try to catch a thrown object if it passes within arm's reach (he can run to catch it if he has any Movement left). To catch the object, he must make a Skill Roll as high as the object's UR or higher, plus the object's weight in Blok (rounded down). If the object is a weapon thrown as an attack, this Roll is made at a -2 Skill Penalty, and if the unit fails this roll, he is automatically hit by the attack.

3.6.4 Dropping Objects

If an object is too big to throw, then you might try dropping it from a great height to get similar results. Rolling boulders off high cliffs or driving jeeps off the roofs of parking garages onto enemy encampments is sure to fill your Troopers with glee. A drop's height is measured in stories (one story is equal to the height of six Brix). For the most part, a dropped object falls straight down, but you can aim it a little bit. For every story that it drops, the object can move one inch horizontally (aim it with a UR of 3). Whatever it hits, the object does as much damage as its Mass times the number of full stories that it dropped. If the object has no significant weight, it does as much damage as if it had been thrown. The object itself takes as much damage as whatever it hits.

3.6.5 Collisions

The final way to move objects is by smashing into them. Whether this involves a Trooper tackling another Trooper off of his SkateBoard, a heavy tank smashing down the doors of a Base, or a supersonic jet flying into the side of a mountain, collisions are the spice of life. When one object collides with another object, the speed and mass of both objects must be taken into account. First, you have to figure out the CollisionSpeed, or how fast the two objects were going relative to each other. Find out how fast each object was going on their most recent Movement Phase. (The colliding object is usually considered to be going at full speed, even if the collision occurs within the first couple inches of its movement). If the objects were travelling in about the same direction, the CollisionSpeed will be the difference between the two objects' speeds. If they were travelling at right angles, the faster object's speed will be the CollisionSpeed. If they were travelling straight at each other, add their two speeds together. If one object is stationary, only the speed of the moving object need be considered. If both objects are stationary, it would be difficult for them to have crashed into each other in the first place, so unless extra-dimensional physics are involved then you've probably made a mistake somewhere.

The heavier the objects, and the faster they are moving, the more damage is going to be inflicted. Once you have determined the CollisionSpeed, divide it by five inches and round down. (If the two objects collide at a speed of less than 5" per turn, they just bump each other without doing any damage). This number is the Damage Multiplier. Each object in the collision does its own Mass in damage, times the Damage Multiplier. Also, for every die of damage an object takes ($d6$'s or $d10$'s), it receives one inch of knock-back acceleration. It gains velocity in the direction in from which it was struck (or loses velocity in the direction from which it was striking), regardless of whether it survives the damage (unless it is nailed down, in which case it only gets knocked back if it is destroyed).

If one object in the Collision is a *soft body*, such as a minifig, animal, or shrubbery, it only causes half damage to the other object in the Collision. If both objects are soft bodies, then they each cause half damage to the other. However, they still get knocked back the full amount.

4

Vehicles

In every age, there have been warriors for whom the delicious crunch of a hand weapon plunging into enemy flesh eventually ceases to satisfy. Their insatiable need for mayhem has driven them to create ever-greater machinery of destruction, from the Giant Rolling Boulders of the CaveMen to the ShermanTanx of ModernMen, from the Catapults and Mangonels of MedievalMen to the AntiMatter Artillery Units of the SpaceMen. It is thanks to the constant innovation and psychopathic tendencies of this proud brotherhood that today we have the really, really big weapons that make hardened veterans wet themselves.

4.1 Building Vehicles

4.1.1 Building the Chassis

Vehicles are classified by the size of their chassis, or the base plate on which they built. This refers to the plate that the designer of the vehicle started to build with. Tables 4.1 through 4.8 classify all of the most popular sizes of chassis. If you are determined to build big capital-ship vehicles larger than the “Enormous” class, build them as if they were Bases and don’t move them around much.

If you have a one-piece vehicle, such as a MotorCycle, RoboHorse, or Flying SurfBoard, the cost of the chassis will be listed in the Chassis Cost. For larger vehicles, you’ll have to compute the area (in dots) of the chassis. Most of the time, you will have a regular rectangular-shaped chassis and can just multiply the length of the vehicle by its width. Items which do not contribute to the area of a vehicle chassis include:

- Wheels/jets/thrusters/ sails/other motive devices;
- Weapon barrels extending beyond the chassis;
- The portion of the wings of a Flyer that do not carry any mounted weapons.

With this area and the vehicle’s Class Number, use the formula listed in the Chassis Cost for the type of vehicle you’re building to find the base cost of your vehicle chassis. These CPs pay for the chassis, engine, motive devices, and controls for one person. Weapons and

Table 4.1
Ground Vehicle Stats

| | |
|----------------------|---|
| Chassis cost: | 1 CP for One-Piece Ground Vehicles, or (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed |
| Cargo Capacity: | Power” |

other modifications will add to the total cost. The minimum cost of a vehicle (total cost of chassis, weapons, and modifications), even a bicycle or a skateboard, is five Construction Points.

4.1.2 Outfitting the Vehicle

When you build your vehicle, you must include appropriate PBB's to represent the propulsion devices (treads, tires, propellers, warp engines), the controls (steering wheels, flight sticks, computer consoles, switches and levers), and a place for the driver (cockpit, cabin, easy chair). Otherwise, the vehicle will not have these things, regardless of how many points you spend.

If a vehicle has no propulsion device (and we mean a real propulsion device—bolting a tail rotor to the back of your bulldozer doesn't count!), then you're going to have to have other units push, carry, tow, or row it around. In the case of a rowboat, units can row the boat as fast as they could carry or drag it on land. If you want to buy a backup propulsion device (in case the first is destroyed), the CP cost is equal to the number of inches in the vehicle's Power rating.

Vehicles with no controls cannot accelerate, decelerate, or turn. If you want to build additional sets of controls into your vehicle, in case the first set is destroyed, or if you want copilots and gunners, the CP cost for each set of controls is equal to the vehicle's Class number.

Vehicles without a power source cost only half as many points, but moving and steering the vehicle, as well as loading and firing the weapons, must be done by manual labor. One example would be a PirateFrigate, in which PirateMen have to furl and unfurl the sails, adjust the riggings, load the cannonballs and powder into the cannons, and light the fuses, all by hand. Another example would be a MedievalCatapult, for which MedievalMen and Horses have to drag it around the countryside, draw the catapult arm back, tighten the ropes, and carry and load the boulders, all by manual labor.

Vehicles without drivers are not very useful, so try to avoid building them.

Table 4.2
Treaded Vehicle Stats

| | |
|----------------------|---|
| Chassis cost: | 2 CP for One-Piece Treaded Vehicles, or Class number + (area of chassis/10), rounded up |
| Maximum accel/decel: | 1/3 top speed; can turn in place |
| Cargo Capacity: | Power" |

Table 4.3
Treaded Vehicles Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|-------------|-------------|-------|-----|--------|-----------------------------|
| 1 One-Piece | Up to 10 | 16" | 2 | 1d10+4 | 2 (horses, chariots) |
| 2 Small | 11 to 50 | 14" | 4 | 2d10+4 | 2 (horse-drawn carts) |
| 3 Medium | 51 to 100 | 12" | 6 | 3d10+4 | 2 (catapults, siege towers) |
| 4 Large | 101 to 250 | 10" | 10 | 4d10+4 | 3 (multi-horse carriages) |
| 5 Huge | 251 to 400 | 8" | 14 | 4d10+8 | 4 (triple trailer big rigs) |

Table 4.4
Boats and Trains Stats

| | |
|----------------------|--|
| Chassis cost: | 1 CP for One-Piece Boats and Trains, or (area of chassis/20), rounded up |
| Maximum accel/decel: | ¼ top speed; rowed boats can turn in place |
| Cargo Capacity: | 7Power x 2" for Boats and Trains, Power x 1 for Submarines |

Table 4.5
Boats and Trains Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|-------------|-------------|-------|----------|--------|---------------------------------|
| 4 One-Piece | Up to 10 | 16" | – (5") | 1d10+4 | 1 (rafts, canoes) |
| 8 Small | 11 to 80 | 14" | 05 (10") | 2d10+4 | 2 (junks, rowboats) |
| 12 Medium | 81 to 200 | 12" | 10 (20") | 3d10+4 | 2 (Roman galleys, Viking ships) |
| 16 Large | 201 to 600 | 10" | 15 (30") | 4d10+4 | 3 (galleons) |
| 20 Huge | 601 to 1000 | 8" | 20 (40") | 4d10+8 | 4 (battleships, carriers) |

A vehicle must be at least three-fourths of the length of any weapon barrel or missile mounted on it. Weapon mounting is covered in the Mounting Siege Weapons section of Chapter 6: Siege Weapons.

Table 4.6
Flyers Stats

| | |
|----------------------|---|
| Chassis cost: | 5 CP for One-Piece Flyers, or (5 x Class Number) + (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed |
| Cargo Capacity: | ½ Power" |

4.1.3 Performance

Every vehicle has a Power rating, which signifies the general engine power of the vehicle. Most importantly, this rating determines the vehicle's Cargo Capacity. Vehicle weapons, some vehicle modifications, and groups of passengers can be heavy enough that they incur Movement Penalties on their vehicles. The vehicle's Cargo Capacity indicates how many inches of Movement Penalty the vehicle can absorb before the penalties begin to affect its Speed.

Power also determines how much power the vehicle can provide to weapons and tools mounted on the vehicle. Siege weapons each have a Power requirement; as long as

the vehicle has at least as much Power as each weapon requires, then it can mount and use the weapons. Weapons do not use up Power; a vehicle with two points of Power can mount and use as many one- and two-Power weapons as it likes, but it cannot mount a single three-Power weapon.

Table 4.7
HoverFlyers Stats

| | |
|----------------------|--|
| Chassis cost: | 10 CP for One-Piece HoverFlyers, or (10 x Class Number) + (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed; can turn in place |
| Cargo Capacity: | ½ Power" |

Table 4.8
Flyers and Hoverflyers Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|--------------------|-------------|-------|-----------|--------|------------------------------|
| 2 One-Piece | Up to 10 | 22" | 2 (1")* | 1d6+2 | 3 (hang gliders) |
| 4 Small | 11 to 30 | 20" | 4 (2")** | 1d10+2 | 4 (minicopters, prop planes) |
| 8 Medium | 31 to 90 | 18" | 6 (3")** | 2d10+2 | 4 (biplanes, fighters) |
| 16 Large | 91 to 200 | 16" | 10 (5")** | 3d10+2 | 4 (bombers, passenger jets) |
| 28 Huge | 201 to 400 | 14" | 15 (7")** | 4d10+2 | 5 (capital ships) |

* MkII weapons are the biggest a One-Piece vehicle can carry. One-Piece vehicles can only have two weapons maximum.

Optional Rule: Vehicle Performance Modification

In most military organizations, equipment, training, and vehicle types are heavily standardized. This is due in large part to the fact that it keeps the generals from going insane trying to keep track of the peculiarities of two or three dozen different customized vehicles on the battlefield. However, in mercenary outfits and among the more maverick pilots, vehicle modifications are a common sight. In some military organizations, whole divisions of vehicles are given the same set of standardized customizations, in order to gain the performance advantages without causing confusion.

If you want to increase the performance of your vehicle, the CP cost per improvement is equal to the vehicle's Power rating, per improvement.

Performance Improvements

- 1. Increased Top Speed.** Increases the top speed of the vehicle by 50%, after Movement Penalty adjustments.
- 2. Improved Handling.** Decreases the vehicle's TurnRate by 50%. Pilots have a +1 bonus to all piloting Skill rolls.

3. **Improved Acceleration and Braking.** Doubles the vehicle's maximum acceleration and braking speed, after Movement Penalty adjustments.
4. **High Torque.** The vehicle pushes, tows, and carries objects as if its Power were doubled.
5. **Heavy Armor.** Adds 1d10 to the Armor Rating of the vehicle. Incurs a -3" Movement Penalty.
6. **Luxury Edition.** Cushy suspension gives a ride as smooth as glass, engine noise is reduced by 97.6%, other features are as appropriate to vehicle type (air conditioning, CD player, leather interior)

If you want to decrease the performance of your vehicle, you get no points back. However, for every disimprovement you take, you may take one improvement at no cost. You do not have to take the free improvement if you don't want to. You cannot have both an improvement and its corresponding disimprovement.

Performance Disimprovements

1. **Decreased Top Speed.** Decreases the top speed of the vehicle by 50%, after Movement Penalty adjustments.
2. **Decreased Handling.** Increases the vehicle's TurnRate by 50%. Pilots have a -1 penalty to all piloting Skill rolls.
3. **Decreased Acceleration and Braking.** Halves the vehicle's maximum acceleration and braking speed, after Movement Penalty adjustments.
4. **Low Torque.** The vehicle pushes, tows, and carries objects as if its Power were halved, and takes double the normal Movement Penalties for moving uphill or over rough terrain.
5. **Light Armor.** Subtracts 1d10 from the Armor Value of the vehicle.
6. **Previously Owned.** Suspension is bad, the engine knocks, there's an oil leak, and the vehicle backfires every few yards. Add 50% to every Damage Roll made against the vehicle (round down), and any roll involving the vehicle in which all the dice come up two or less is an Automatic Failure.

If a vehicle receives Performance Improvements, it must be represented on the vehicle model somehow, so that it is obviously a High Performance Vehicle. You might add a spoiler, racing stripes, performance tires, a blower, high energy ion engines, a braking parachute, plasma-spitting quadruple exhaust, chrome details, flame decals, etc. Performance Disimprovements do not necessarily have to be represented in any way.

Lowering a vehicle model does not count as a valid way to represent a High Performance Vehicle. Troopers of any era have enough good taste to be disgusted by such vehicles and will refuse to have anything to do with them. Of all the peoples and characters of BrikWars, only Timmies and Jar-Jars are ever seen driving LowRiders.

Vehicles may also be used to transport troops. A vehicle can carry as many Troopers as can fit inside. Carrying a whole bunch of Troopers (or other minifigs, or Blox, or anything else of equivalent weight) might start to slow a vehicle down, though. To see how much a group of troops will slow down a vehicle, take the vehicle's Power rating and divide the soldiers into groups of that number (round up—soldiers don't like to be divided into fractions!). The first such group is carried at no penalty. Each additional group incurs -1" of Movement Penalty.

For ease of play, the men do not actually have to be inside of the vehicle. You can hold them outside, and place them on the board when the vehicle deploys them. However, the men you claim are being carried by the vehicle must be able to fit in it. Your opponent may, if he so desires, challenge you to show him that they all actually do fit in the vehicle. If they don't fit, the extreme pressure of cramming the vehicle beyond capacity crushes the men to death and causes the transport section of the vehicle to burst asunder.

Picking up and dropping off troops and vehicles is easy. Just move them onto and off of the vehicle during their Movement Phase. A trooper or vehicle cannot board a transport vehicle that is moving faster than the boarding unit's maximum speed. If a unit jumps out of a transport vehicle that is going faster than the passenger's maximum speed, treat it as a collision between the unit and the ground (see the Brik Physix section of

Chapter 3: Advanced Combat). Assume dirt or grass has an AV of 1d10, and asphalt or cement has an AV of 2d10.

If soldiers are in a vehicle that is open-topped or has open windows or gun slits, they can make attacks from the back of the vehicle. Remember that for every 6" per turn they are moving, they take a -1 Skill Modifier.

Vehicles may also be used to carry or tow other, smaller vehicles. Each vehicle transported incurs a Movement Penalty equal to its Power rating in inches.

A vehicle's minimum movement after mounting all weapons, equipment, cargo, and passengers must be at least 4". Vehicles of lesser speed are not allowed. Unless they have Hover capability, Flyers must move at least 10" per turn to stay in the air. If you (or your enemy!) manage to overload one of your vehicles past these limits, bad things happen. Cars' wheels break off. Jet planes crash. Boats sink. Hot-air balloons pop. Submarines go into uncontrolled dives. Dragons become angry and turn on their riders. These are all the kinds of things you want to avoid.

Anything else you might want to do to modify a vehicle is covered under the heading of Custom Vehicular Modifications. Common modifications would be cranes, robotic arms, storage bins, and bulldozer blades. Uncommon modifications would be ejector seats, hydraulic jump springs, extra loud sound systems, jacuzzis, deep fat fryers, etc. Many of these things can be added to a vehicle using the rules from the Robots supplement. For everything else, you and your opponent(s) will have to agree on the specific abilities and CP cost of your modifications. All custom modifications must be represented on the vehicle model somehow.

4.2 Vehicle Movement

All vehicles can be divided into six basic types: Ground Vehicles (trucks, snowmobiles, wheelchairs), Treaded Vehicles (tanks, bulldozers), Boats (rowboats, barges, sternwheelers), Trains (trains, monorails, subway cars), Flyers (jets, biplanes, space fighters), and Hover Flyers (helicopters, hovercraft, antigrav sleds). They all move in similar fashion, with a couple of peculiarities to each type.

For each Class of each type, every vehicle has a standard Speed statistic. This distance is how far the vehicle can travel each turn at top speed.

Optional Rule: Vehicle TurnRates

Vehicles are not as maneuverable as Troopers, there are limits to how fast they can accelerate and decelerate, and to how sharply they can turn. There are three ways to handle turning limits; and you may find yourself using a combination of the three:

1. Zero Inertia Vehicles Especially in large battles, it may be a big hassle to keep track of vehicles' acceleration and turn rates—if that turns out to be the case, ignore them as much as your opponents will let you.

2. TurnDistance A vehicle's Class Number determines how many inches it has to travel before it can turn 45 degrees (in the case of Large Boats and Trains, this means they can only make a 45-degree turn once every other round!) If the vehicle is going at half its maximum speed (after Movement Penalty adjustments) or slower, it only has to travel half that distance before it can make each 45-degree turn. Vehicles on Legs, Treaded Vehicles, Hover Flyers, and rowed Boats can rotate in place (but they can't turn any farther in a single round than they could if they were moving). All other vehicles must move at least two inches between 45 degree turns, regardless of all other considerations.

3. TurnRadius A vehicle's Class Number, in inches, determines its tightest turning radius (this actually allows you to make slightly tighter turns than the TurnDistance rule). For this to work, you'll want a string marked off in inches. Hold down one end of the string at a pivot point as many inches to the left or right of your vehicle as its turning radius; hold down the other end of the string on side of the vehicle's chassis that is closest to the pivot point. Next, pivot the vehicle around as far as you want to turn it. No vehicle can turn with a radius

tighter than 2", regardless of all other considerations. Determining the distance traveled while turning is simple; every 45 degrees the vehicle turns, it travels approximately $\frac{3}{4}$ the distance of its turning radius.

Whenever a pilot attempts a dangerous or difficult maneuver, he must make a Skill Roll, called a Piloting Roll, and the players must decide on the UR of the maneuver. The most common type of Piloting Roll occurs when a pilot tries to make a Harsh Turn, turning twice as sharply as his TurnRate would normally allow. Every time he tries to do so, he must make a Piloting Roll. For the first 45 degrees of a Harsh Turn, he has to roll a 3 or higher. For each additional 45 degrees of Harsh Turning he attempts in the same round, he must make another Piloting Roll, and the number he has to roll increases by one. No matter what a daredevil he is, he can't tighten his TurnRate below 2".

What happens if a pilot fails his Piloting Roll on a Harsh Turn? If the vehicle is top-heavy (because it is taller than it is wide or it is travelling down a slope), if it hits an obstacle that would trip it (like a big rock or a tree stump), if it is a Train on TrainTrax, or if it is a Boat, the vehicle rolls over! Oh no! The vehicle keeps heading in the same direction on its side or upside down for one turn at its current speed. If it crashes into something while rolled over, it takes normal collision damage. If the pilot is not in an enclosed cabin, check to see if he's crushed under the vehicle when it rolls over (hope you have roll bars!). This does as much damage to him as if the vehicle crashed into him! Usually a pilot in that position will want to try to jump free of the vehicle before it rolls over—a pilot attempting to jump out of a vehicle before it rolls must make a Skill Roll of 3 or higher. Like any troop jumping off a moving vehicle, he takes damage from the collision between himself and the hard, hard ground.

If it isn't a situation where the vehicle's going to roll over, then it's really no sweat, the vehicle just skids out (or does the aerial equivalent if it is a Flyer). That is, the vehicle itself turns to face in the new direction, but it continues moving in the old direction. After it has skidded along in this manner for a number of inches equal to its Class Number, it regains traction and begins heading in the new direction. It can regain traction in half that many inches if it steers into the turn (turns the vehicle back to face in the direction that it is skidding). If a Pilot tries to turn again before he regains traction, he automatically fails the Skill Roll and skids out even further. The clever reader will have already realized that this kind of thing could really come in handy, because a driver who skids out properly can turn his car all the way around while still moving in a straight line. Fortunately, by pulling the emergency brake or cutting the throttle, pilots can voluntarily make a Controlled Skid any time they like, allowing them to strafe targets. Be careful! If your vehicle is skidding sideways when the round ends, it will still be skidding sideways in the beginning of the next round—if your opponent tosses some Brix or bodies in the vehicle's path during his intervening turn, your vehicle will trip over them and roll over! Won't you feel stupid then!

A vehicle's type will limit where it can drive around. For instance, Boats stop moving around if they're not in water. Trains are limited to the range of their TrainTrax. Ground Vehicles cannot drive in midair. Flyers cannot dig tunnels into the sides of mountains (though it can be pretty spectacular to watch them try). Hover Flyers cannot escape the event horizons of black holes. I'm sure you can think of other similar limitations. The type that is going to give you the biggest hassle is the Flyer.

A flyer is represented on the playing area as a vehicle with wings, propellers, et cetera, which is supported above the surface of the playing field by some kind of stand. This stand doesn't represent anything on the battlefield except the shadow of the Flyer, which has no more effect than you would expect a shadow to have. Since Flyers fly, they don't take any Movement Penalties for rough terrain, and they can fly right over buildings and obstacles.

Optional Rule: Altitude

Generally, a Flyer's altitude is assumed to be one story (six Brix) higher than whatever surface is directly beneath it. If you want to go to the trouble of keeping track of a Flyer's altitude, you don't have to change the height of your Flyer-stand every round (although you can if you want)—just put a stack of 1×1 blue brix next to the base of the stand, one for each story of altitude above ground level. A Flyer can climb (losing 2" of speed) or dive (gaining 2" of speed) one story of altitude per round. Unless it is using bombs or some kind of hinged belly-guns, a Flyer shooting at targets more than a full story lower than itself will lose a full story of altitude, due

to having to point the nose downward. Unless it is using guns on some kind of hinged turret, a Flyer shooting at targets more than a full story higher than itself will gain a full story of altitude. Unpowered Flyers (Gliders) either sacrifice 2" of speed or lose one story of altitude every turn.

To take off and land, regular Flyers need a minimum length of clear terrain, road, or airstrip, equal to four times the Class Number of the Flyer. Hover Flyers, of course, have VTOL capability and can land anywhere there is enough room for them to sit. A base can halve the minimum runway length on landings by building a tripwire or net on their landing strip for five points. If the tripwire or net is used by a Large flyer, it will work once but break in the process. If a flyer tries to land on an airstrip shorter than this, it will end up colliding with whatever is at the end of the airstrip. Except when taking off or landing, a Flyer on the ground taxis around at 4" per turn.

4.3 Vehicle Damage Resolution

Vehicles have Armor Values, just like normal troopers do. This Armor Value is used exactly as the Armor Value for troopers is; that is, if a vehicle is hit by an enemy weapons blast, then the attacker rolls his Damage Value dice, and the defender rolls his Armor Value dice. If the defender rolls higher, then the vehicle's armor repelled the blast with no damage, except for maybe a little bit of charred and flaked paint.

The difference is, if the attacker rolls higher, the vehicle is not instantly destroyed.

An attacker firing at a vehicle must choose a specific location on the vehicle. If he makes his Skill Roll, then he hits that spot; if he misses, he might miss closely enough that the defender will have no choice but to choose another location on the vehicle (see the NearMiss rules). Every part of a vehicle has the same Armor Value as the vehicle, except for parts that are obviously so flimsy or fragile that attacks pass right through them and hit whatever is behind them. Examples include canvas sails, wagon covers, and giant palm leaves used as camouflage.

Glass is this fragile up until TL4, when all windows in military vehicles and installations are made of bullet-proof glass. At TL5 or higher, windows in every type of vehicle and building are made of high-impact plastic or even force fields and energy shielding.

Once the attacker knows what part of the vehicle was struck, and before he makes his Damage Roll, he must decide how he wants the damage to be applied. If he wants cause specific damage to the subsystem, such as a weapon or propulsion unit, or individual PBB that was struck, then he will make a roll on the SubSystem Ker-Pow! Table, assuming his Damage Roll ends up higher than the defender's Armor Roll. If he wants the damage to be applied in to the entire vehicle in general, then he will make his roll on the Vehicle Ker-Pow! Table.

The power of your attack will affect the extent of the damage. To determine this damage, figure out by exactly how much the attacker's Damage Roll beat the vehicle's Armor Roll (Damage minus Armor); that number will be the Damage Bonus. Add this Bonus to your roll when you consult the Ker-Pow! Table.

Subsystem Ker-Pow! Table
Ker-Pow! Roll (1d6+Damage-Armor)

| Roll | What Happens |
|---|---|
| Any time a 1 is rolled, regardless of bonus | <i>In a freak mishap, the weapon blast fuses crucial circuits and knocks mechanical bits into perfect alignment, causing the system to perform even better than before.</i> The affected system gets a minor upgrade. Controls get a +1 bonus to targeting, tires' TurnRadius tightens by 1", jet engines' top speed increases by 1", a weapon's range increases by 1", or some similar minor advantage as chosen by the defender. If the PBB targeted is not a part of any specific subsystem, then the defender gets no particular bonus besides the warm fuzzy feeling of not being dead. |
| 2 | <i>The weapons blast invokes the wrath of tiny godlike beings that happen to make their home inside the affected component. They vent their rage by causing everything within a parsec to be instantly annihilated.</i> It is not really possible to get a 2 when rolling (1d6+Damage-Armor). If you get this result, you've done something wrong. |
| 3 | <i>The component is heavily damaged.*</i> If there is a Performance Improvement associated with that component, the Performance Improvement is nullified. Otherwise, the effectiveness of the component is reduced by half. Damaged controls double the UR of weapons fire and Piloting rolls, damaged weapons fire half as far and do half damage, damaged tires' halve acceleration (if back tires) and double TurnRate (if front tires), damaged engines' top speed and Power are halved. If the target PBB's function is not one whose effectiveness can be halved (i.e. a light switch or a hinge), then it is rendered non-functional. If it has no particular function, then it is unaffected. |
| 4 | <i>The component is rendered nonfunctional.*</i> The component is no longer useful for anything but emitting smoke and sparks. I hope you have a backup. Without controls, you can't steer, accelerate, decelerate, or fire weapons (unless you climb over to them and fire them by hand). With broken front tires, you can't steer; with broken back tires, you can't accelerate; with either set of tires broken, your maximum velocity is halved and your TurnRate doubled. With a broken engine, nothing on the vehicle has any power. If the target PBB has no particular function, then it is blown off of the vehicle. |
| 5 | <i>The component is heavily damaged and blown off of the vehicle or base.*</i> If you could attach the component to a power source, it would operate at half effectiveness; however, since it's no longer attached it is useless. Set it on the ground next to the vehicle or base. |
| 6 or more | <i>The component is destroyed.*</i> Break the subsystem up into its component parts, remove half of them from play, and scatter the other half around the vehicle or base |

* If the affected component is an Explosive, a roll of 6 on a 1d6 means it goes off while still attached to the vehicle.

4.3.1 Vehicle Ker-Pow! Table

If you do not happen to have a 1d20 handy, you can roll 2d10 instead, although this changes the odds a little. Any time both dice come up 1 on the 2d10, treat it as a roll of 1 on the Ker-Pow! Table.

If you roll a result that affects a propulsion device, control system, Pilot, et cetera, and there are more than one of the affected target on the Vehicle, then the defender may choose which of the targets is affected. The target must be appropriate to the effect; an effect that impairs a Pilot's driving cannot be applied to a gunner, for instance. Damaging effects cannot be applied to *backup* components that are not active, unless there are no appropriate active components to target.

Vehicle Ker-Pow! Table
Ker-Pow! Roll (1d20+Damage-Armor)

| Roll | What Happens |
|---|---|
| Any time a 1 is rolled, regardless of bonus | <i>The flash of the weapon blast fills the driver with a grim sense of purpose and the nearness of death inspires in him abilities he never knew he had.</i> The defending player gets 1 point with which to give the affected Pilot any Trooper Performance Modification he wishes. (See 7.1.2: Trooper Performance Modification.) |
| 2 | <i>In a freak coincidence, damage from the attack activates a MegaDestructoDevice hidden eons ago in a fold of subspace during a long-forgotten alien war. The battle ends instantly as everything in the quadrant is instantly converted into a sparse cloud of rare and unstable high-energy subatomic particles.</i> It is not really possible to get a 2 when rolling (1d20+Damage-Armor). If you get this result, you've done something wrong. |
| 3 | <i>The engine is hit lightly and begins spewing out clouds of dense smoke, enveloping the vehicle.</i> For 1d6 turns, the vehicle is at -1 to be hit by enemies, and the driver gets a -1 Skill modifier due to poor visibility. |
| 4 | <i>The driver receives an ugly bruise on his elbow and other minor contusions.</i> The driver gets a -1 Skill modifier for the rest of the battle. |
| 5 | <i>A minor concussion causes the driver to become confused and he has to radio for directions.</i> The vehicle stops and cannot move or fire for one turn. Flyers maintain a holding pattern. |
| 6 | <i>The driver becomes enraged and throws a fit, forgetting to steer or fire weapons.</i> The vehicle cannot fire for one turn. It travels in a straight line at maximum speed. |
| 7 | <i>The shot panics the driver, causing an intense need to relieve his bladder.</i> The driver must park or land his vehicle as quickly as he can and run for the nearest tree, fire hydrant, or alleyway (or whatever is available). He can do nothing else until he's spent a full turn there. |
| 8 | <i>The driver becomes enraged and swears a Personal Death Vendetta against the soldier, vehicle, or weapon that hit him.</i> The driver will do everything in his power to destroy the offender. He can focus on nothing else until that attacker has been destroyed. |
| 9 | If the vehicle has any Performance Improvements or Custom Vehicular Modifications: <i>The damage from the blast ruins one of the vehicle's fancy modifications.</i> One Performance Improvement is cancelled, or one Custom Vehicular Modification falls off. Otherwise: <i>The stress of battle becomes too much for the poor driver, who becomes demoralized and starts drinking heavily.</i> Every time a driving Skill Roll is called for, it fails automatically. Weapons are fired at -2 to Skill. |
| 10 | <i>The shot hits the weapons systems, and a weapon is blown off.</i> One weapon of the defender's choice falls off of the vehicle but is undamaged. If it is explosive, a roll of 6 on a 1d6 means it goes off when it hits the ground. |
| 11 | <i>The shot hits the weapons systems, and a weapon is blown off.</i> One weapon of the attacker's choice falls off of the vehicle but is undamaged. If it is explosive, a roll of 6 on a 1d6 means it goes off when it hits the ground. |
| 12 | <i>The back wheels (or treads, propellers, thrusters, etc.) of the vehicle are severely damaged or blown off. Unless the vehicle has a backup motive system, the vehicle may only move at half speed.</i> Flyers whose maximum speed is taken below 10" must attempt an emergency landing on their next turn. If you are using the optional Altitude Rules, then these Flyers do not have to attempt an emergency landing but instead lose altitude every round |
| 13 | <i>All forward gears are destroyed.</i> The vehicle may only move at half speed, in reverse. Flyers must attempt an emergency landing on their following turn. |
| 14 | <i>The primary motive systems (wheels, jets, etc.) fall off but are not damaged.</i> Unless the vehicle has backup motive systems, it is now a stationary vehicle. Flyers have one turn to pull off an emergency landing before they crash-land. |
| 15 | <i>The links between the main control system and the rest of the vehicle are severed.</i> Unless the vehicle has backup control systems, it is now out of control. It zips along at maximum speed, and the players take turns steering on alternate Movement Phases. Defender steers first. |

| | |
|------------|--|
| 16 | <p><i>The engine shoots out of the vehicle and flies straight up into the air.</i></p> <p>The vehicle moves at half speed on its following turn and is then stationary. Turrets no longer rotate, hinges no longer hinge, power windows no longer work. You can still use the weapons by climbing over to them and firing them by hand. The engine lands 1d6 inches away (defender chooses exact location) on the defender's following turn, doing 1d6 plus half its Power rating in Damage (round up).</p> |
| 17 | <p><i>The power cells overload.</i></p> <p>All the weapons on the vehicle fry themselves and are destroyed. Any explosive weapons detonate. The vehicle moves at double speed on the following round and cannot steer. After that, the engine locks and it is a stationary vehicle.</p> |
| 18 | <p><i>Arcs of electricity and clouds of shrapnel fill the interior of the vehicle.</i></p> <p>The pilot and all troopers in the vehicle take the vehicle's AV in Damage.</p> |
| 19 | <p><i>Arcing electricity, shrapnel, smoke, bursts of pure energy, and geysers of flame fill the interior of the vehicle. The driver explodes in a tremendous cloud of blood and viscera. The vehicle flips end-over-end and lands on its top.</i></p> <p>The driver is destroyed. Passengers may be tossed clear, unless they are in an enclosed cabin, in which case they are pummeled into hamburger against the walls of the vehicle interior. If the vehicle survives the additional damage of flipping over (roll a Collision between the vehicle and the ground for the vehicle's current velocity), it is useless until it can somehow be turned right-side-up again.</p> |
| 20 or more | <p><i>The engine explodes in a huge plume of fire, setting off the fuel system and causing a tremendous explosion. Everyone on the battlefield, friend and foe alike, cheer at this beautiful image, so dear to a warrior's heart.</i></p> <p>The vehicle blows up, doing explosion damage equal to its Armor Value. Flyers nose-dive straight down and crash. Boats sink to the briny bottom.</p> |

If you roll a result that doesn't apply to your vehicle (for example, you roll a nine for a vehicle whose driver is already dead), keep adding one to your roll until you get a result that applies.

5

Buildings

When a Civilization sends out its Troopers to secure an area, whether that area be an acre of land, a few leagues of ocean, or an arm of a galaxy, the first order of business is to build a base of operations. In small operations, the Troopers might use their captain's BattleJeep as a mobile command center. In more prolonged operations and in far-ranging theaters of battle, the bases are huge sprawling fortresses, several levels high with further levels underground. Depending on the era, these bases might be enormous caverns, mighty castles, wooden fortresses, concrete bunkers, domed underwater cities, or StarBases in geo-synchronous orbit. Within the base walls are facilities for vehicle maintenance, weapon repairs, and dorms for the Troopers. The walls themselves are usually dotted with heavy weapon emplacements and built from the strongest materials available to the Civilization, capable of standing up to an incredible amount of punishment from those who would do it ill.

5.1 Building the Building

If you don't want to go to all the trouble of designing and constructing a building, you can throw up some walls and fortifications. These can hamper enemy movement and give cover to troops and weapon mounts. For every five inches of length and three Brix of height, the base cost is one CP.

Computing the base cost of an actual building is not quite as easy. First, you must figure out which two corners of the building foundation are furthest apart—if you have a ruler or a string handy, this shouldn't take long. Measure the distance in inches between the two furthest corners of the building (round up). Multiply the number of inches by 10 and you have the base CP cost of the building. The larger and more nearly circular your building is, the more floorspace you'll get for each CP spent.

For a building with multiple stories, compute the base cost of each story separately. Note that catwalks, battlements, and roofs don't count as additional stories.

It may be difficult to move units around inside buildings if the buildings are complex and have multiple stories. If this is the case, build the ground floor and place it wherever it goes on the battlefield. For additional stories,

Table 5.1
Building Armor Value

| Class | AV | CP | TL | Power | Equivalent to... |
|-------|------|------|----|-------|--|
| I | 1d10 | × 1 | 1 | 2 | Wooden shacks, huts |
| II | 2d10 | × 2 | 1 | 4 | Plastic, unmortared stone, log walls, sandbags |
| III | 3d10 | × 4 | 2 | 8 | Concrete and stone |
| IV | 4d10 | × 8 | 4 | 12 | Steel and reinforced concrete |
| V | 5d10 | × 12 | 5 | 16 | Strongcrete |

build each story separately and place it somewhere off the side of the battlefield, and just pretend that it is somewhere on top of the ground story. Remember to build stairs, ladders, entrances and exits between stories—even though you set them all in different places, as far as the game is concerned they are all stacked on top of one another!

Alternatively, you may choose to build a building with *virtual* walls and roofs. While the walls and roofs exist within the game, in actuality they have been omitted so players can get their hands into the building to move units around. Make sure all players are aware of where the virtual obstacles are, or they may try to make their units walk through the walls or drop bombs through the roofs!

Optional Rule: Underground Stories

If you would like your buildings to have stories underground, buy each underground story as usual and place it off the side of the battlefield somewhere. This story will cost three times as much as an equivalent above-ground story. Make sure you have stairs and ladders leading from the underground stories to the aboveground stories.

Buildings, walls, and fortifications have five possible AV Ratings, summarized on the Building Armor Value Table (5.1).

Once you have chosen which AV Rating you want, multiply the base cost of the object by the multiplier in the CP Cost column. (In this chart, TL lists the minimum TekLevel at which you can build walls of this strength; Power lists how much Power a building of this strength would normally have at its disposal.)

Next, you will want to furnish your base. Interior walls, stairs, ladders, and regular doors are all free, put them wherever you like. All parts of a base besides the defensive exterior wall have an AV Rating two levels below the base itself (minimum AV 1d10). This includes exterior doors, so you either want to avoid making very many of them or you'll want to beef them up a little. If you want to strengthen an object, multiply its cost by the multiplier in the PointX column in the chart above, just like walls. For this purpose, consider doors to have a cost of two CP, and interior walls and stairs to have a cost of two CP per five inches.

Vehicles may be housed in the bases. Hopefully, there will be doors big enough so that the vehicles can get in and out; otherwise they may only drive around inside. Flyers will require landing pads or runways; these do not cost any points, they only require that some Slaves be sent out to clear some land near the base.

Heavy weapon emplacements can be built in the wilderness as if they were tiny Bases. Weapons may be mounted on buildings or weapon emplacements the same way they are mounted on vehicles (see Section 6.1: Mounting Siege Weapons). Each weapon must be manually or remotely controlled by a Trooper.

5.1.1 ComputerBanx

If Computers are available at your TekLevel (mid-TL4 and higher), a ComputerBank should be located somewhere in the base. The first ComputerBank in a base is free; backup ComputerBanx cost 5 CP apiece. All ComputerBanx must be placed in such a way that minifigs can access them somehow. If you have no ComputerBanx, then your base cannot have any automatic devices or motorized weapon emplacements—everything must be done by hand.

ComputerBank security is very loose, since Troopers aren't particularly bright and often get killed faster than they can learn new passwords. It takes a full Attack Phase for an enemy Trooper to take control of a ComputerBank he has gained access to. If enemy troops gain control of all of your base's ComputerBanx, the base belongs to them. If they miss even one, you still have full control.

It is important to maintain control of a base! Only the side with computer control can use powered base features like automatic doors, motorized weapon emplacements, and Outstanding Architectural Features (OAFs). If all of a base's ComputerBanx have been destroyed, then all of the base's powered weapons fire at -3 Skill, all the powered doors open, and none of the OAFs function. The lights all go out, the TVs are stuck on the Weather Channel, and the showers only run cold water.

If you want, you can build an independent ComputerConsole into any door, mounted weapon, or OAF for one CP. That object can now be remotely controlled from any ComputerBank by the side that controls it. If enemies destroy or gain control of the base ComputerBank, the object still functions for its original owners.

However, if enemies gain access to the ComputerConsole, they can take control of it even if they don't control the ComputerBanx.

5.1.2 Power Supplies

Any base that has more than 2 Power must have a generator somewhere in the base (2 Power is supplied to all buildings of TL4 and above by underground power lines that cannot be cut). The first generator is free, and generates as much power as is appropriate to the base's Class number (see Building Armor Value chart, above). Additional power generators can be bought for 1 CP per point of Power produced, and can be much larger or much smaller than the building's default power generator. Power generation is not cumulative; a building's maximum power output is equal to the output of its largest functioning generator.

Base power generators must be at least 1 Blok in size per point of Power produced, and have an Armor Value of 1d10. If enemy attacks do more Damage to the power generator than its armor, then the power generator produces one less point of Power. All weapons and devices in the base that require more Power than the generator's diminished output shut down. If the generator is reduced to zero power output, it explodes, doing 2d10 Explosion Damage plus 2d10 Fire Damage.

5.1.3 Outstanding Architectural Features

Anything else you might want to put on a base is an Outstanding Architectural Feature (OAF). OAFs are things such as drawbridges, portcullises, elevators, cranes, extensible walkways, trapdoors, and other things along the same lines. Players should argue between themselves to agree on whether or not a feature should be counted as an OAF, and how much it should cost. In general, OAFs should cost a minimum of 10 CP.

5.2 Destroying Buildings

Buildings can be extremely tough to penetrate. Often, units will find it easier to make their way in through subterfuge than by bashing their way in through the walls. If you're determined to use brute force to smash your way into a building, you're going to have to do it one Brik at a time.

Units attacking a building must select the specific PBB they are attempting to destroy. Because PBBs in the walls of a building can be extremely well armored, units will often have to team up and do Cumulative or Permanent Damage to chip PBBs out of base walls (see Section 3.3.1: Cumulative Damage).

When a building is penetrated by an attack, it's entirely up to you to decide how big a hunk of the building to break off. Depending on the type and strength of the attack, you might chop a little crack in the wall, knock down a big section of the wall, collapse a portion of a building, or flatten a building completely. Normally, however, you will just tear the targeted PBB out of the wall and set it on the ground next to the base of the wall.

Remember that if a section of a building is destroyed, the troops and objects in that section are probably going to take some damage. If the building section was destroyed by a missile or energy weapon, for instance, there's going to be an explosion that does the building's AV in Explosion Damage. If a Trooper is standing on top of a wall or tower that collapses, he'll take damage from the fall and from whatever rubble lands on him.

6

Siege Weapons

Vehicles are nice if you want to move your troops in a hurry, and bases are nice because they give your troops a strong point of defense. But let's not kid ourselves—the real reason you want to have these things around is because the weapons your soldiers are carrying around just aren't big enough to really satisfy your appetite for destruction. The whole point of keeping a bunch of bases and vehicles around is that they carry those really big guns.

6.1 Mounting Siege Weapons

Any troop-level weapon can be mounted on a building or vehicle for 1 CP, plus 1 CP for every inch of Move-Penalty the weapon incurs, plus the cost of buying the weapon. But who wants to buy troop-level weapons when there are Siege Weapons to be had? This is no time to wuss out. Take a look at the different sets of weapons in the charts throughout this chapter and you'll see what I'm talking about. Siege Weapons are designed to be mounted, so the listed cost for buying the weapon is the cost of mounting it.

Every Siege Weapon has a Power requirement (PwrRq). The Siege Weapon cannot be activated unless that Power is being supplied to it by a vehicle, building, or portable battery packs. A Siege Weapon does not *use up* the Power that a vehicle or base supplies to it; that Power is still available to any other Siege Weapons or devices that are attached to that base or vehicle.

Whatever direction a mounted weapon is pointing is pretty much the direction it fires. A mounted weapon has a 45 degree arc of fire on either side and above and below the direction it is pointing. If you want to shoot at something that is not in that arc of fire, you're going to have to turn the weapon somehow. If it's on a vehicle, just turn the vehicle to point in the desired direction. If it's on a building, you're not usually going to have much luck trying to rotate the building. Also, if you're in a gun emplacement on the top of a wall, and your enemies are camping out at the base of the wall, you're going to wish there were a way to point your guns downward.

Good thing there are hinges and turrets! For 5 CP, you can buy a turret to rotate groups of mounted weapons, or a hinge to change the elevation of a mounted weapon. If you use some combination of multiple turrets and hinges to aim your weapons, the maximum cost per group of weapons is 8 CP. Ballistic, Missile, and Mass Driver weapons automatically come with hinges at no extra CP cost, because you have to elevate them before they'll be of any use.

6.2 Using Siege Weapons

Siege Weapons are described in charts similar to the charts used for troop weapons. For an explanation of most of the column headings, see Section 2.1: Weapons and Equipment.

The two new headings are *Size* and *PwrRq*. *Size* describes the minimum length, in dots, of the weapon or weapon barrel. This is the most generic way to differentiate between the Mk levels of each weapon type, and we only include it on the off chance you don't like the more elegant solutions that are included in the supporting text. *PwrRq* describes the power requirements of the weapon. The weapon can only be mounted on a vehicle or base that is able to supply at least that much Power.

Siege Weapons can only be fired by minifigs. With all those futuristic ComputerViruses, it's too dangerous to let computers fire weapons. A minifig can either use Manual or RemoteControl to operate a mounted weapon. In ManualControl, the minifig must actually be sitting or standing next to the weapon (or group). RemoteControl is usually used by a Pilot to fire the weapons on his vehicle. RemoteControl can also be used by a minifig at a ComputerBank in his base, to control base weapons that are equipped with ComputerConsoles.

A minifig cannot control Siege Weapons both manually and remotely in the same turn. However, whichever one of the two control methods he chooses to employ, he can control however many weapons that type of control gives him access to.

Each minifig can only shoot at one target per turn. If you have two mounted weapons and you want them to fire at two separate targets, you'll have to have a separate minifig for each.

Siege weapons are affected by the same Ranged Attack Modifiers as troop weapons.

If a mounted weapon is not manned by the side that owns it, an enemy can sneak up and use it for his own purposes. For weapon emplacements just sitting out in the wilderness, all he has to do is show up and he can use it right away. For weapons mounted on bases, he can't use them unless he has control of the computer that controls the weapon (see Section 5.1.1: ComputerBanx to see how to take control of base computer systems). For weapons mounted on vehicles, he has to get into the gunner's seat for the weapon (if there is one), or (more usually) eliminate the driver and commandeer the vehicle.

6.3 Siege Ranged Weapons

6.3.1 Big Guns

Guns are the most common types of siege weapons, because with guns you never really have to worry about ammunition.

Big Guns are divided into two groups: Lasers, which cover all types of energy weapons (i.e. lasers, phasers, disruptors, death beams, blasters, PPCs, etc.), and Ballistix, which cover all types of slug-throwers (i.e. cannons, mortars, artillery, deck guns, etc.). Both cause Explosion Damage wherever they hit.

In real life, Ballistik guns have definite ammunition limits—tank cannons and deck guns often have to be loaded by hand. What a pain! If you

Table 6.1
The Big Guns

| Weapon | TL | CP | Range | UR | -MP" | PwrRq | Size: Dots | Damage (Exp) |
|-----------------------|----|----|-------|----|------|-------|---------------|-----------------|
| Lasers | | | | | | | | |
| MkI Laser | 5 | 15 | 20" | 2 | -1" | 2 | 4 | 1d10+4 |
| MkII Laser | 5 | 20 | 20" | 3 | -1" | 4 | 6 | 2d10+4 |
| MkIII Laser | 5 | 25 | 20" | 4 | -1" | 8 | 10 | 3d10+4 |
| MkIV Laser | 6 | 30 | 20" | 6 | -2" | 12 | 16 | 3d10+10 |
| "Yamato" MkV Laser | 6 | 45 | 25" | 8 | -3" | 15 | 20 | 4d10+10 |
| Ballistix | | | | | | | | |
| MkI Mortar | 3 | 20 | 20" | 5 | -2" | 2 | 6 | 1d20 |
| MkII Mortar | 4 | 24 | 24" | 6 | -3" | 4 | 12 | 1d20+2d6 |
| MkIII Mortar | 4 | 28 | 28" | 7 | -4" | 6 | 18 | 2d20 |
| MkIV Mortar | 5 | 32 | 32" | 8 | -5" | 8 | 24 | 2d20+2d6 |
| MkV Mortar | 6 | 40 | 40" | 9 | -6" | 12 | 30 | 3d20+2d6 |

want to reflect this in your BrikWars game, it takes one soldier one turn to load one round into a Ballistik weapon, but why bother? We've found that it's sometimes fun to make medieval soldiers have to go through the extra trouble of reloading cannons and catapults, but at TL4 and above it just slows down the game.

While Lasers only fire in straight lines, Ballistik weapons fire in high parabolic arcs. If a Ballistik weapon is restrained from elevating its barrel to at least 45 degrees, whether due to mechanical malfunction or because it is trying to fire underneath an obstacle, its Range is halved. A Ballistik weapon can fire over the tops of obstacles to hit targets on the other side. They can hit a distant enemy outside their range of sight if a Scout targets the enemy and relays the position back to the Ballistik gunners.

If you don't want to sit around counting the dots in the Size column, an easier way to build Big Guns is to invent GunPieces. One good LaserPiece, for instance, is an antenna with a small radar dish and a jewel on one end. For a MkI laser, we use one LaserPiece. For a MkII laser, set two of these together. For a MkIII, use three. You see how it works. You can invent your own BallistikPieces and do the same thing. If you have a lot of mast pieces from old pirate sets, you can make nice-looking Ballistik guns very quickly. We use the stumpy mast base as a MkI Mortar, the longer top mast piece as a MkII, the bottom two mast pieces together as a MkIII, the top two together as a MkIV, and all three pieces make the MkV Mortar.

6.3.2 Missiles and Bombs

You'll notice the first half of this chart looks just like the Explosives chart from 2.1.1 Ranged Weapons. This is, in fact, the same set of weapons, extended a little further. Although it's a lot of fun to have a couple of really powerful explosives to toss around, it is very common for a player to want to spend his 96 CP to buy a whole bank of sixteen MkI Missiles rather than three MkVI's.

The Size of an Explosive is measured in Brix of height rather than Dots of length.

Explosives up through MkIII are built with the smaller one-dot missile pieces (cylinders, cones, cylinders with tail-fins). Explosives of MkIV and higher are made with the larger four-dot missile pieces. Put antennas and tail-fins on your missiles if you're having a hard time telling them apart from your bombs.

Explosives all do Explosion Damage, of course.

6.3.3 Mass Drivers

Mass drivers are tremendously entertaining weapons. Normally these are huge rail guns or other magnetic accelerators,

but these stats also work for catapults, trebuchets, mangonels, and other relatively low-tech launchers. They are expensive, huge, slow (you'll have to have a minifig spend a full turn resetting them before they can be

Table 6.2
Missiles and Bombs

| Weapon | TL | CP | Range | UR | -MP" | PwrRq | Size: Brik | Damage (Exp) |
|-----------------|----|----|-------|----|------|-------|---------------|-----------------|
| Cannonball | 3 | 3 | 16" | 6 | -3" | — | 1 Cyl. | 1d10+3* |
| Bombs | | | | | | | | |
| MkI Exp. | 4 | 4 | — | 3 | — | 1 | 1 | 1d10+3 |
| MkII Exp. | 4 | 8 | — | 3 | -1" | 1 | 2 | 1d10+6 |
| MkIII Exp. | 4 | 12 | — | 3 | -2" | 1 | 3 | 2d10+3 |
| MkIV Exp. | 4 | 16 | — | 3 | -3" | 2 | 6 | 3d10 |
| MkV Exp. | 4 | 20 | — | 4 | -4" | 4 | 10 | 4d10 |
| MkVI Exp. | 4 | 24 | — | 5 | -5" | 8 | 16 | 5d10 |
| Missiles | | | | | | | | |
| MkI Warhd | 4 | 6 | 20" | 6 | — | 2 | 1 | 1d10+3 |
| MkII Warhd | 4 | 10 | 22" | 6 | -1" | 4 | 2 | 1d10+6 |
| MkIII Warhd | 4 | 14 | 24" | 7 | -2" | 6 | 3 | 2d10+3 |
| MkIV Warhd | 4 | 18 | 26" | 7 | -3" | 8 | 6 | 3d10 |
| MkV Warhd | 4 | 24 | 28" | 8 | -4" | 12 | 10 | 4d10 |
| MkVi Warhd | 4 | 32 | 30" | 8 | -5" | 16 | 16 | 5d10 |

reloaded), and extremely inaccurate (you'll spend a lot of time referring to 3.1.1 NearMiss Rules). On the other hand, they do amazing amounts of damage at a very long range, and can deliver all kinds of fascinating payloads.

There are a million things you might want to fire out of a Mass Driver. Normal payloads like boulders, flaming coals, and bombs; military units, like Paratroopers and Death

Gliders; or more exotic things like plague-infested rats, the dismembered corpses of your enemies, anti-inflammatory foam, or Awful Green Things from Outer Space.

Mass Drivers have one extra statistic, the Maximum Payload rating. For regular objects, check to see if their weight is lower than the maximum number of Blox (see 3.6.1: Determining Mass). Sometimes you will have to roll an object's AV to see if it is less than the maximum number of Blox (mass in Blox is equal to Armor Value divided by five). If it ends up heavier than the maximum, you've just burned out the Mass Driver engine and it won't work again until a Mechanik has worked on it for a full turn. You can also use it to launch Flyers without runways; MkI and MkII Mass Drivers can only launch One-Piece Flyers, MkIII and MkIV can launch Small Flyers, and the All Powerful MkV Meteor Gun can even launch Medium Flyers.

If you really want to, you can also launch these classes of Ground Vehicles. If the pilot is wearing an Anti-Grav Parachute, he can bring a One-Piece Ground Vehicle down safely, but no number of Parachutes can save larger vehicles. The only reason you would ever want to launch a Small or Medium Ground Vehicle is if you are tired of it and want to see it smashed into tiny pieces.

Damage is also a little different for Mass Drivers. Heavier payloads deliver more damage, so the damage delivered is multiplied by the weight of the payload. Consequently, the Mass Driver has the potential to deliver some truly stupendous amounts of damage! When the payload hits the target, both payload and target take this amount of damage, so be careful. Launching your own troops around without AntiGrav Parachutes is not a good idea unless you are fond of large-scale splatter painting. Tying up enemy troops and using them as ammunition is both economical and entertaining.

When the payloads hit, they hit hard enough to cause Explosion Damage. Be careful, though, when you calculate the Explosion's AreaEffect—you subtract 1d10's *before* you multiply by AV, not after. For example, if you launch a 3-Blok boulder out of a MkIII Mass Driver, it does 2d10×15 damage to its target. Two inches away, it does 1d10×15 damage, and four inches away it does no damage. If you multiplied the 2d10×15 before you started subtracting 1d10s, you'd do 30d10 to the target, 29d10 two inches away, and so on, destroying everything within five feet of ground zero!

6.4 Siege Close Combat

We were pretty proud of ourselves with our rules for big Siege lasers, towering missiles, and all our other ranged weapons of mass annihilation. We sat around patting each other on the back every time we blew up a big section of the enemy base, thinking we had achieved the end-all in visceral destructive pleasure.

Then Truckasaurus came to town, and didn't we feel dumb!

He showed us a whole world of vehicular mayhem that we had totally overlooked: the Jaws of Death! The Giant Buzzsaw Hand! Oxy-Acetylene Claws! The Spiked Wrecking Ball, the Battering Ram, the Constrictor-

Table 6.3
Mass Drivers

| Launcher | TL | CP | Range | UR | -MP" | PwrRq | Size: Dots | Dmg: × AV | Max Load Blox |
|-------------------------|----|----|-------|----|------|-------|---------------|--------------|---------------------|
| Mk I | 3 | 40 | 20" | 7 | -12" | 5 | 10 | 1d10 | 1 |
| Mk II | 3 | 50 | 30" | 8 | -16" | 10 | 15 | 1d10+3 | 2 |
| Mk III | 4 | 60 | 40" | 10 | -20" | 15 | 20 | 2d10 | 4 |
| Mk IV | 5 | 70 | 50" | 12 | -24" | 20 | 30 | 2d10+3 | 8 |
| Mk V "Meteor Gun" | 6 | 80 | 60" | 16 | -30" | 30 | 40 | 3d10 | 12 |

Vehicles must be at least Medium in size to carry a Mass driver

Noose, the Auto-Grinder, the Whirling Blades of Death, the Electrified Scorpion Tail, the Enormous Food Processor, the Gigantic Spiked Cleats; this was more than a minor oversight. We have come to realize that these are the weapons that are absolutely essential to a satisfactory battlefield experience. We apologize for not having understood this earlier.

6.4.1 Siege Close Combat Weapons

If you want to give your vehicle arms and legs (or tentacles, tails, wings, etc.), you should take a look at the Robots rules supplement (see RV.3: Robotic Limbs). You can put Siege CC Weapons in the hands of your Robot, or you can mount them directly on the front and sides of your vehicle.

Siege CC Weapons are like Troop CC Weapons that have been amplified and blown out of proportion. A Troop CC Weapon is designed to be used by a Trooper, who has a Power of 1. Vehicles' Power Ratings can be many times larger, so you can give them CC Weapons that are that many times bigger, stronger, and more expensive.

To convert a Troop CC Weapon to a Siege CC Weapon, first choose a Size Multiplier ('Sx'). The Siege CC Weapon should be about this many times as big as the original troop weapon, although this is not absolutely necessary. The new weapon's statistics will be as noted in Table 6.4.

If your Robot has to pick up the weapon with its hands or claws, then you're all done. Your Robot uses the weapon just as a Troop would use the equivalent Troop weapon.

If the weapon is mounted onto the vehicle or onto one of the vehicle's Limbs, then it costs an extra 4 CP.

If the weapon is immobile and mounted on the vehicle's front grill, then the vehicle will have to crash the weapon into a target in order to use the weapon. You can buy more turrets and hinges to mount the weapon on for 5 CP each.

6.4.2 Siege Equipment and Armor

You can buy Siege Equipment and Armor as well. If you want to put a Bulldozer blade on the front of your vehicle, for instance, you can *Siegeify* a BigShield. A Shield with a Size Multiplier of 4 would have a TL of 4, cost 8 CP, have a Move Penalty of -2", require 4 Power, and have 16 Armor in addition to the vehicle's normal armor rating. This Armor wouldn't apply to the whole vehicle, unfortunately, just to the Bulldozer blade itself. However, this blade would be very useful for crashing into things and blocking weapons fire.

There are any number of useful Siege Equipment devices that you might come up with. Two that we use frequently are Scanners and Cloaking Devices.

Scanning capability is bought in 5" chunks. If you wanted 25" of scanning range, for instance, you would pay 10 CP, take a -5" Movement Penalty, need 5 Power, and install a radar dish at least 20 dots in Size. A Scanner is always active (you do not need to take a separate action to fire or activate it) and it scans everything in a 45 degree cone around the direction it is pointing (for this reason many scanners are on turrets and rotate once a turn). The scanning unit knows everything there is to know about any object within its scanning area, regardless of interference or obstructions, unless the object is cloaked.

Cloaking capability is bought in chunks of 1 Blok (for moving objects like Vehicles or SpaceMen) or a stationary Cloaking Field Generator can be used to cover an area (for stationary objects like Bases). For instance, if you wanted your Cloaking Field Generator to cloak everything within 12", it would cost 120 CP, require 24 Power, and you would have to build the Generator as a permanent ground installation at least 48 dots in size. Any object or unit that is cloaked is not perfectly invisible, but has the advantage of Stealth and

Table 6.4
Siege Conversion

| Original Trooper Stat | New Siege Stat |
|-----------------------|---|
| TekLevel | TL+(Sx-1) |
| Two-Handed | Same (only applies to a Robot with hands) |
| CP Cost | CP x Sx |
| User Rating | UR + Sx |
| Move Penalty | -MP" x Sx (minimum -1") |
| Damage | Damage x Sx |
| Power Required | Sx Power |
| Maximum Damage | no limit |

cannot be detected by a Scanner. If a cloaked unit fires a weapon or makes an attack, then it is uncloaked until its next turn.

Table 6.5
Siege Equipment

| Item | TL | CP | -MP" | PwrRq | Size: Dots | Effect |
|--------------------------------|-----------|-----------|-------------|--------------|-----------------------|----------------|
| 5" Scanner | 5 | 2 | -1" | 1 | 4 | Scans Area |
| 1 Blok Vehicle Cloaking Device | 6 | 3 | -1" | 2 | 4 | Cloaks Vehicle |
| 1" Base Cloaking Device | 6 | 10 | — | 2 | 4 | Cloaks Base |

Part III: War

7

Military Professionals

Every great Civilization has learned through bitter experience to maintain a standing army of trained military professionals. These trained soldiers are the men, women, and droids who risk their lives (and the lives of as many innocent bystanders as possible) in a constant effort to destroy as many enemies and as much enemy property as they can, all in the name of their home Civilization.

In a BrikWars game, each Civilization is represented by a single color (or group of colors, if there aren't enough minifigs of a single color). A Civilization's professional soldiers are required to wear suits of these colors, and their vehicles feature these colors prominently in their paint jobs. *Camouflage* means nothing to these hardened minifig veterans (true warriors do not learn French words, due to the widespread suspicion that familiarity with the language inspires a soldier to surrender at the first sign of trouble).

7.1 Soldiers

There are many types of soldiers, from the generic Troopers to highly specialized troops like Medix and Mecha-nix, and most Civilizations have special training programs for their own unique types of military specialists. Each type of soldier has his part to play during the course of a battle.

7.1.1 The Trooper

A Trooper is the standard *grunt* soldier of his Civilization, and the cost and statistics of all other troop types are based on this basic model. They are represented by the most generic warrior minifig of their Civilization's color, wearing some kind of protective helmet (unless their Civilization is not advanced enough to have developed Helmet Teknology, such as CaveMen or TribalMen).

For more information about Troopers and an explanation of how troop statistics work, take a look at Section 1.3: The Trooper. The two statistics that weren't described in Section 1.3 are *Specialty* and *Ratio*.

A regular Trooper never retreats, is incorruptibly loyal to his Civilization, has no need for sleep, food, or companionship, and is an expert in the use of all weapons of his Civilization's TekLevel. If he has any special training or powers above and beyond these normal Trooper abilities, they are listed under the *Specialty* heading. Any special disadvantages will also be listed under this heading. A soldier's Specialties will affect his CP cost. In this example, the Trooper has no particular Special abilities beyond his normal everyday talent for kicking PBB butt.

Table 7.1
Trooper

| General-Purpose Disposable Infantry | |
|--|---------|
| Classification | Trooper |
| Move | 5" |
| Armor | 5 |
| Skill | 1d6 |
| Specialty | None |
| Ratio | Troop |
| Cost | 5 CP |

The Ratio statistic is only used if you play by the optional Troop Ratios rules.

Optional Rule: Troop Ratios

With all the new breeds of warriors introduced in this chapter, it is possible for an army to be overbalanced with too many of the more powerful troop types. If you are keeping careful CP budgets to ensure evenly matched armies, the army with too many high-end troops will usually find itself at a disadvantage to its qualitatively inferior but numerically superior opponents. If you are ignoring CP budgets and just building armies on the fly, it may seem unfair if one player builds his army entirely out of superheroes and demigods. If this happens, you should force everybody to play by the Troop Ratios rules. If this isn't a problem, then trying to follow these rules will waste your time and you should ignore them.

Every troop type is given a Ratio statistic. There are no rules governing the choice of a troop type's Ratio, except that all players should try to come to an agreement on a fair number for each troop type. Ratio does not affect the CP cost of a unit in any way. If the troop is not especially unique or powerful, and there is no reason to limit the number of that type of troop on the playing field, then it has no Ratio statistic and is counted as a generic troop.

A more unique, powerful, or limited unit will have a number for its Ratio statistic. For each of these units fielded, there must be at least that many generic troop units on the field. For instance, to field two powerful soldiers with Ratios of 5, you would first have to field ten regular troops. Other special units will have Ratio numbers based on other factors, such as the number of vehicles or androids in the battle. The most powerful units will be limited to one or two per battle, regardless of how many troops are in play.

In general, units with a higher Troop Ratio outrank those with lower requirements (except for Synthetix, which are outranked by everybody).

7.1.2 Trooper Performance Modification

In order to produce new and specialized types of soldiers, Civilizations have tried every kind of training program, brainwashing, synthetic hormones, magical talismans, eugenic breeding systems, offerings to obscure gods, exposure to alien radiation from alternate dimensions, bio-mechanical enhancements, and frequent calls to soldiers' mothers. Little do they realize, the easiest way to produce better soldiers is just to spend a couple of extra CP's on them.

The most basic way to improve a soldier is to give him a Trooper Performance Modification. These modifications do not give a soldier any surprising new abilities, they just make him a little better (or worse) at doing the things he is already able to do. In general, these modifications should be used to design a couple of new troop types rather than to modify individual troops. If you set up your army so that each of your 50 soldiers has slightly different abilities, you will only succeed in driving yourself crazy trying to remember all of them.

Performance Improvements

1. **Moves Fast.** For each additional +2" of Movement, the troop costs 1 extra CP.
2. **Thick Hide.** For each additional +2 points of Armor, the troop costs 1 extra CP.
3. **Unusual Skill.** For each additional +2 points of Skill, the troop costs 1 extra CP.
4. **Schwarzeneggerian Strength.** For additional +1 point of Power, the troop costs an extra 3 CP.
5. **Close Combat Bonus.** For each additional +2 points of CC bonus, the troop costs 1 extra CP.

If you are improving a troop and want to give it extra dice in a certain statistic, remember that 1d6 is worth 3½ points, 1d10 is worth 5½ points, and 1d20 is worth 10½ points; and remember to always round up.

If you want to get troops at a bargain price, you can go for the 'slightly damaged goods' by giving them a few Performance Disimprovements.

Performance Disimprovements

1. **Sluggish.** For each loss of -1 " of Movement, the troop costs 1 less CP.
2. **Bruises Easily.** For each loss of -1 point of Armor, the troop costs 1 less CP.
3. **Butterfingers.** For each loss of -1 point of Skill, the troop costs 1 less CP.
4. **Wussy and Weak.** If the unit has zero Power (it cannot walk or manipulate objects), its cost is reduced by 5 CP.
5. **Close Combat Penalty.** For each loss of -1 points of CC ability, the troop costs 1 less CP.

No matter how many Performance Disimprovements a trooper has, he will always cost a minimum of 2 CP.

7.1.3 Stupendous Feats

For most kinds of new troop types, you'll want to make a specific description of the abilities that set them apart from the common grunts. But some troops set themselves apart, not by having any specific special abilities, but just by being heroic and able to do amazing things in general.

These soldiers (generally called *Heroes*) have the unusual ability to perform Stupendous Feats. There are all kinds of Stupendous Feats; these examples are only a few:

- Shooting again (no automatic hits)
- Moving again
- Grabbing hold of a passing vehicle/flyer
- Punching a hole in a wall
- Climbing sheer surfaces
- Moving something big
- Leaping great distances
- Troubleshooting medical help for a fallen trooper
- Fixing a vehicle
- Throwing objects great distances
- Moving terrain features
- Inspiring large groups of Civilians to band together for large-scale futile gestures
- Etcetera

We do not describe all possible Stupendous Feats because there are any number of actions a Hero can take. So many options exist that we leave it up to the players to think of something silly for their Heroes to do. We like to have our Heroes pick up vehicles and throw them at other vehicles. Our Heroes do a lot of 400-Meter Leaps and Really Fast Commando Crawling as well.

In order for a Hero to perform a Stupendous Feat, the player declares exactly what kind of feat he is trying to accomplish, and then rolls 1d6. If his opponent wants the attempt to fail (and he usually will), then he also rolls 1d6. If the player attempting the feat rolls equal to or higher than his opponent, then the feat succeeds. If the Feat fails, the Hero suffers whatever fate would normally befall someone who attempted such a thing. (Often, in our games, we try to make sure that a Hero who fails an attempt at a Stupendous Feat suffers the kind of fate that would befall Homer Simpson if he attempted the same thing.) For instance, if a Hero failed in his attempt to eat the World's Biggest Hoagie, he would eat a large portion of it and then have bad stomach pain and possibly hallucinations. If a Hero failed in his attempt to make a standing long jump across the Chasm

of Grisly and Horrifying Death, then he would jump partway across and then fall flailing into the Chasm, shrieking like a little girl. If a Hero failed in his attempt to make Minor Plumbing Repairs, he'd end up flooding the house with the contents of the septic tank.

Stupendous Feats can be as silly or stupid as the players desire (often players think the whole Stupendous Feats idea is too stupid and outlaw it entirely). A very serious game could be played with very strict rules on which types of feats can be performed, or players can choose to allow such things as eating obstructions or drinking rivers dry. It usually works best to imagine some role model for your range of Stupendous Feats. In a more serious game, your Heroes might have all the abilities of a Green Beret, a CIA Assassin, or an Airborne Ranger. More commonly, we limit them to anything you might expect to see in a typical action movie, giving them the abilities of Rambo, James Bond, Jackie Chan, Conan the Barbarian, or Xena: Warrior Princess. And every now and then we set our sights a little higher, with the abilities of Superman, or Zeus, or God. We leave the restrictions on silliness to the players' taste, but suggest a high level of stupidity.

A Hero can only perform a certain number of Stupendous Feats per turn. For each Stupendous Feat a Hero can perform per turn, he costs an additional +3 CP. However, he has to be pretty amazing in general to be able to perform Stupendous Feats in the first place, so you'll have to give him a bunch of Performance Improvements. For each Stupendous Feat a Hero can perform, he must cost a minimum of 12 CP.

7.2 Specialists

Anyone who's read this far probably already has a few ideas for specialized troopers he'd like to toss onto the field. If you have an idea for a special ability you'd like to give one of your troop types, go right ahead and give it to them! You and your opponents will have to agree on a fair CP cost for the ability, and whether or not the troop type will have some kind of Ratio requirement.

We've included a large number of statistics below for many types of military specialists. These types are provided only as examples, and you are encouraged to ignore or modify these examples or create new types at will. Make sure all of your opponents are aware of the types of units you're fielding, and their specific abilities and statistics (be honest, *subterfuge* is another one of those Frenchy words unknown to the PBB warrior).

Many of our example troop types will have example special abilities listed under their Specialties statistic. If this is the case, a full description of the Specialty and its CP cost will be included in the supporting text.

7.2.1 Amazons

Once confined to minor skirmishes and ladies' auxiliary clubs, women warriors in the BrikWars universe were eventually able to prove themselves the equal of their male counterparts and the two were allowed to serve side by side in every battle, indistinguishable except when they wore lipstick. However, for some female minifigs, being merely equal wasn't good enough and so they went ahead and became better.

Not every Civilization has been enlightened enough to realize that the best place for a woman is on the front lines of the fiercest battles, as an elite shock troop. Such women are nicknamed *Amazons*. They are armored lightly for maximum mobility (they can be recognized because they wear cute PBB girl-hair pieces rather than helmets) and are trained to close distance with the enemy quickly in order to engage them in hand-to-hand combat before they have a chance to dig in to defensive emplacements.

7.2.2 Scouts

Scouts are usually taken from the ranks of the newly recruited Trooper Cadets. Since they have no true battle-experience, these troops are given the opportunity to act as Scouts for a time. They undergo a rigorous training

Table 7.2
Amazons

| <i>Elite Shock Troop</i> | |
|--------------------------|----------|
| Classification | Trooper |
| Move | 7" |
| Armor | 1d6+1 |
| Skill | 1d6 CC+2 |
| Specialty | None |
| Ratio | Troop |
| Cost | 6 CP |

regimen for a day or two, consisting of some jogging and swimming at the local YTCA, and upon completion, they are given their flimsy suit of ScoutArmor.

ScoutArmor is hardly armor at all, but is much lighter than normal armor and allows the Scout to move much more quickly. It also reminds him to stay under cover and keep out of sight at all times, because he's not in the battle to fight anyone, but to scout out enemy targets and relay their location to his buddies manning the big siege weapons.

Scouts are a tremendously secretive bunch, and have many rituals in which they pray that they will not be blasted by a Mk5 Missile. It is in these rituals that the Scouts shave their heads in a ceremony known as "The No-More-Hair Ritual." Scouts are represented by a normal Trooper minifig, except that their heads have been shaved in this closely guarded ritual, known only to the Scouts themselves. Thus, Scouts wear nothing on their heads (i.e. no helmets or hair or hats).

The only weapons Scouts are allowed to carry are pistols and close combat weapons that do not confer movement penalties. Scouts are not allowed any other armor besides their ScoutArmor. They must carry a CB Radio at all times to relay vital information (or some other communication device if CB radios are not available—signal flags and smoke signals work but tend to give away the Scout's position).

Specialty: Targeting (+2 CP)

Despite their restrictions, Scouts have their uses. A scout has the ability to *tag* enemy vehicles and units in order for his army to target them with siege weapons. In order to tag an enemy vehicle or unit, the Scout must remain within 10" of the target, and be able to see it. As long as the Scout keeps the target tagged, any of his allies may shoot at it, from anywhere on the board. Even if the rest of the Scout's army is behind a large wall, blindfolded, and thinks the enemy is coming from the south when they're actually in the north, they may still fire at the tagged enemy, and they get a +1d6 Skill Bonus to do so. Normal Ranged Attack Modifiers still apply. If the Scout's allies are firing weapons that can be tossed over the tops of obstacles (thrown grenades, missiles, Ballistik weapons, Mass Drivers, arrows, etc.), then the target gets no bonuses from cover.

A Scout may only tag one target on any given turn. Multiple Scouts tagging the same target confer only a single +1d6 bonus (Scout bonuses are not cumulative).

7.2.3 Synthetix

Synthetix, or Droids, are human shaped and sized robots which can fight alongside a regular Trooper. The members of the squad to which the Droid belongs constantly repair and upgrade their comrade, and treat it as if it were a real man.

Due to the fact that the android is not human, and made from synthetic materials, it is faster, stronger, and more durable than a normal Trooper. They have built-in CB Radios, so their squad doesn't need to carry one. Androids, however, are not autonomous creations, and must be attached to a squad of human Troopers.

Droids are basically human Trooper pieces, but with an odd mechanical feature or two. If you don't have any of the special android minifigs in your Civilization's color, then you'll have to take a regular minifig and do something like replace his legs with wheels or replace his head with a maneuvering jet. The head of a Synthetik cannot be the normal human face, and must be some other piece (Droids aren't technologically advanced enough to support human features, yet).

Table 7.3
Scouts

| <i>Advance Target Acquisition Specialist</i> | |
|--|-----------|
| Classification | Scout |
| Move | 12" |
| Armor | 1d6 |
| Skill | 1d6-1 |
| Specialty | Targeting |
| Ratio | Troop |
| Cost | 8 CP |

Table 7.4
Synthetiks

| <i>Artificial General Infantry Unit</i> | |
|---|------------------------------------|
| Classification | Synthetik |
| Move | 7" |
| Armor | 1d6+2 |
| Skill | 1d10 |
| Specialty | Strength (Power: 2) Robot Brain |
| Ratio | 5 |
| Cost | 8 CP |

Specialty: Robot Brain (−2 CP)

Any unit with a Robot Brain (a Droid) must be in a squad, vehicle, or base with at least one human Trooper in it. If all of the humans in the Droid's squad die, then the Droid will return to the nearest friendly squad or base to receive new orders, at which time he can join a new squad. It is possible to have a squad of four Droids and one human, if you really want to. There must be at least one friendly human within 5" of each Droid, or the Droid will go into a RoboPanik. The Droid will abandon whatever its current mission is and do whatever he can to get to the nearest friendly humans.

7.2.4 Slaves

Many Civilizations make slaves of their prisoners of war or the civilian populations of conquered enemies, but these slaves were often disloyal and prone to rioting. Among the more enlightened Civilizations, Slaves are culled from the populace's unfortunate mutants, the genetic accidents who are mind-numbingly pacifistic. They cannot raise a weapon or fist in anger to hurt another, and can obviously never know true happiness. As it becomes apparent to their teachers that they are Violence Challenged, they are taken aside into Special Education classes. There they are taught the skills of the Slave, like pulling plows and carrying wrecked cars to the dump and other menial tasks. All the while, they are dosed with whatever experimental steroids are in vogue. This does not make them very intelligent, but they do become very strong.

Although snubbed by the other Troopers, Slaves have one great advantage: their immense strength, which allows them to carry some small vehicles without slowing down! They are useful for quick assembly and disassembly of barricades and fortifications, and are often used to check for anti-personnel mines, as target dummies, to draw enemy fire, or as target practice when all the Civilians are dead.

Slaves have no Armor, they just run around in OverAlls and a BaseballCap or HardHat, in the color of their Civilization. If you have any old minifig heads whose faces have rubbed off, and you had to draw new faces with a Sharpee pen, and you slipped a little and the new faces look retarded, then those make the best Slave heads. Also, Timmy makes an excellent Slave, although stupider than most.

(In our games, any soldier who spots Timmy [even one of his allies] must drop everything and destroy him on sight. Infestations of twenty or thirty Timmys have led the bitterest enemies to form Anti-Timmy Alliances. No Medik will try to save a Timmy, although they might use him for experimentation. For this reason, a Timmy only costs one point. However, certain breeds of Timmys have developed unusual abilities, such as explosive asexual reproduction, making them very difficult to wipe out.)

Specialty: Pacifism (−2 CP)

A pacifistic unit is a rarity in the BrikWars universe, and normal Troopers react with horror and revulsion upon a true Pacifist (some have been known to give in to convulsive vomiting at the sight of large groups of Pacifists). A Pacifist cannot attack or make any attempt to harm any machine or living creature except in self-defense, and even then only if he is completely cornered. Some will not fight even then.

7.2.5 Pilots

Pilots are the elite and cocky group of warriors who pilot the vehicles of their army. While any Trooper can pilot a vehicle, the Pilots have the talent and education that give them the edge in vehicular combat.

Before becoming a full-fledged Pilot, the Pilot Initiate must pass a special course called *Drivers' Ed*, which is offered at the local high school. In *Drivers' Ed*, the Initiate learns such vital things as how to drive in a straight line, how to operate the weapons and communications systems of his vehicle, and how to parallel park.

Table 7.5
Slaves

| <i>Involuntary Menial Laborer</i> | |
|-----------------------------------|---------------------------------|
| Classification | Slave |
| Move | 6" |
| Armor | 1d6-1 |
| Skill | 1d6-1 |
| Specialty | Strength (Power: 2) Pacifism |
| Ratio | Troop |
| Cost | 4 CP |

Once a Pilot is given his first vehicle, he takes tremendously good care of it. On the weekends, with the week's fighting behind him, the Pilot tends to his vehicle. Pilots follow a grueling ritual which involves meticulously waxing, polishing, and detailing their vehicle. After the external ointments have been applied, the Driver carefully tunes the engine, with the help of his unit's Mechanix. Finally, he vacuums inside the vehicle, and cleans up the floor mats. He rotates the tires, too, if the vehicle has any.

Every armed vehicle must start out with a Pilot. The Pilot might get killed in the middle of the battle, and then any Trooper can come along and commandeer his vehicle, but the vehicle has to start the battle with a Pilot. Unarmed vehicles can start out with whomever they like, since it's not as important that they have a skilled gunner in the pilot's seat.

A Pilot may be represented by a Trooper with a visored racing helmet or sunglasses or racing gloves or a special driving hat or whatever is appropriate to his culture.

Specialty: Piloting (+1 CP)

Any Trooper can drive a car, fire a mounted Howitzer, or target a group of Sidewinder missiles, but it takes a special breed to do all three at the same time. If a unit other than a Pilot is trying to drive an armed vehicle, he can either steer the vehicle or fire one type of vehicle weapon, but he can't do both on the same turn. A trained Pilot can pull burly vehicle maneuvers and fire multiple weapon groups simultaneously, and eat his three-course gourmet MRE at the same time.

7.2.6 Mechanix

Mechanix are members of the elite order that repairs and maintains the vehicles, bases, and installments of the Troopers. When a potential Mechanik is identified in the Trooper Training Center, he is immediately given an aptitude test to determine whether or not he would make a skilled Mechanik. Troopers who are trained as Mechanix spend an extra 10 years in training at the Citadel of Mechanix. In the Citadel, the Mechanik trainee is trained how to design, test, and finalize designs of machinery in his head. The skilled Mechanik can design a new vehicle from the wreckage of another in about ten seconds; the fastest Mechanix can do it in five. Mechanix require tools with which to work, and many of the sets of tools that the Mechanix use have been in circulation for thousands of years, handed down from generation to generation.

Mechanix are handy to have around. Not only can they repair damage done to vehicles, but they can salvage parts from wreckage and create new devices in the midst of battle. A Mechanik must be equipped with a least one wrench, hammer, robot arm (we use this piece as a tool), or some other kind of tool. Tools cost 5 points apiece. They also get to wear little police hats and they don't have to shave. They don't generally carry any weapons, although they are as well trained as any Trooper and can put up a hell of a fight if they get in a tight spot.

Specialty: Mechanikal Ability (+2 CP)

Mechanix have two roles to play on the battle field: they can repair damaged vehicles, or they can build new vehicles out of wreckage.

Table 7.6
Pilot

| <i>Assault Vehicle Operator</i> | |
|---------------------------------|----------|
| Classification | Pilot |
| Move | 5" |
| Armor | 1d6-1 |
| Skill | 1d6+2 |
| Specialty | Piloting |
| Ratio | Troop |
| Cost | 6 CP |

Table 7.7
Mechanix

| <i>Vehicle Repair and Maintenance Specialist</i> | |
|--|--------------------|
| Classification | Mechanix |
| Move | 5" |
| Armor | 5 |
| Skill | 1d6 |
| Specialty | Mechanikal Ability |
| Ratio | 1 per Vehicle |
| Cost | 7 CP |

Repairing Damaged Vehicles

A Mechanik can help to fix vehicles which have suffered damage as a result of collisions or weapons fire. When a Mechanik is trying to fix a vehicle, he specifies which damage he is attempting to correct (i.e. destroyed weapon, etc.). Then, he rolls 1d6 for every tool that he carries (max. 2), and adds five. If he rolls a six, he gets to roll another die and add it. If he rolls two sixes, he automatically succeeds. If he rolls above the number corresponding to the damaged system on the Vehicle Ker-Pow! Table, then the damage is repaired. Note that exploded vehicles cannot be repaired, and flipped-over vehicles must be un-flipped-over by a group of burly Troopers before a Mechanik can get to work on it. A Mechanik cannot create new pieces out of nowhere; hopefully the Pilot saved the weapon, tire, engine, or whatever when it fell off, or the Mechanik thought to bring a spare with him.

A Mechanik must stand next to the vehicle (within touching distance) for a full turn in order to be of service. The vehicle must not move during the turn in which it is being repaired, otherwise the Mechanik will probably get a limb munched off. A Mechanik may try as many times as he likes to fix the machine, although each attempt takes one full turn. After a system has been repaired, it operates normally.

Example: A Proximan HoverTank has had its main Mk3 Ballistik Cannon shot off by enemy fire (the enemy rolled an 11 on the Ker-Pow! Table). A friendly Mechanik says, "Hey, let me fix that," and races up to the vehicle. He then must roll over 11 in order to repair the damaged weapon.

Building Stuff from Wreckage

Sometimes the best efforts of a Driver are not enough to save his vehicle (and himself) from destruction. The vehicle is shredded into pieces, half of them removed, and the rest sprinkled over the area in which the vehicle was destroyed. It is from these pieces that Mechanix can build new stuff, such as a smaller vehicle (perhaps with no steering system) or a tiny weapons platform.

First, the Mechanik must roll a 1d6 to see if it is possible to create a new device from a given pile of wreckage on any given turn (if he has two tools, he rolls 2d6 and uses the higher of the two rolls). If he rolls a four or over, he can do it. If Mechanik rolled a 4, he has fifteen seconds to create a new device, a 5 means he has thirty seconds, and a 6 means that he gets forty-five seconds to build something new.

All potential silliness for these rules applies. For example, say a small Ground Vehicle got blasted by a Mk 5 missile (yikes!), and the vehicle was ripped up, and half of the pieces were discarded. The pieces left are a 2x6 chassis plate, one set of wheels, and fenders. The Mechanik could make a car with only two wheels and fenders; however, the new car doesn't have a steering wheel, so if the driver wants to turn, he has to stop the car, get out, lift it up and turn it, get back in, and go on his way at half speed, since his back bumper is dragging where there are no wheels.

Any recreated vehicles move 7", and all movement penalties from weapons, equipment, and missing parts are counted.

Recovery Vehicles

A Mechanik may have a separate vehicle all to himself. Vehicles driven as recovery vehicles cost an extra 10 points and start out with up to 10 spare parts (parts like spare wheels, jets, consoles, and wings, not spare MkIII Lasers). The pieces carried in the recovery vehicle are chosen by the player and may be used to help create new vehicles from wreckage. Recovery vehicles also get one free tow harness, to tow wrecks to safer areas so the Mechanik can work on them. You can't tow piles of debris, but if you move fast you can throw all the pieces into your spare part bin and drive away with them. Recovery vehicles move at a -2" penalty.

Recovery Bays

Mechanix may also have base workshops (at a cost of ten points) which can hold up to fifteen spare parts in a parts bin. If the Mechanik is working from a workshop, he'll get a +1d4 bonus (or 1d6-1 if you don't have any d4's) to all repair rolls (but not, for instance, to To-Hit rolls). So, a Mechanik in a repair bay in a base with one tool would roll 1d4 + 1d6 + 5 to try and repair damage to vehicles, and 1d6 + 1d4 to see if he can build a new

vehicle from wreckage (if he rolls above a six, he gains another fifteen seconds for every additional point). Recovery Bays have a repair bin that starts out with ten spare parts, just like a Recovery Vehicle.

When building vehicles from wreckage, spare parts are taken out of the Repair Bay or Recovery Vehicle as they are needed, after the construction time limit has begun.

7.2.7 Medix

Medix are like Mechanix for humans. After the initial Trooper training in the Trooper Training Center, those desiring to become Medix move on to their Civilization's Hypocritic College of Medix, where they learn for ten years how to mend battle wounds, such as No-Knee Syndrome, Skull Explosion, Hyper-Extended Spine, Shattered Torso, and the devastating All-Bones-Fused-Together Trauma. Each Civilization has its own version of the Hypocritic Oath, but most sound something like "I swear to do everything in my power to keep our guys alive and to prevent the other guy's guys from remaining so." This oath prevents Medix from engaging in counterproductive activities like having mercy on wounded enemy soldiers and civilians.

At graduation time, the Medix are awarded their MediKit, which contains such medical accessories as BakTeen, industrial-strength BandAids, a rubber mallet, and a reusable tongue depressor. They are then sent off to perform their duties with a specific battalion, to which they are attached for the rest of their professional lives. A Medik is represented by a minifig in a doctor suit, wearing a backpack full of Surgical equipment, and carrying a MediKit briefcase. The MediKit should not be confused with other units' suitcases that are Brain Control Devices. A Medik does not need a Brain Control Device, because Civilians like Medix and will generally do whatever they say. A Medik needs both hands free to perform emergency surgeries, and so does not usually carry weapons; however he is fully trained in their use, should he happen to pick one up.

Table 7.8
Medix

| <i>Minifig Repair and Maintenance Unit</i> | |
|--|------------------|
| Classification | Medik |
| Move | 4" |
| Armor | 6 |
| Skill | 1d6 |
| Specialty | Medikal Training |
| Ratio | 1 per 10 Troops |
| Cost | 7 CP |

Specialty: Medikal Training (+2 CP)

Medix have the ability to heal troopers who have fallen in combat. If a fallen comrade lies in the battlefield, the Medik can race to his or her side and administer medicines and perhaps a skull replacement.

To raise a fallen friend, a Medik must be next to the victim within three turns of his unfortunate demise. The Medik then gets one roll on 1d10. If the player rolls a five or above, the victim is saved. The victim's condition is upgraded from Dead to Unconscious on the next turn, and he may then recover as normal. If the player rolls a four or below, however, the soldier is lost forever, and cannot be saved. A Medik gets only one try to save a fallen soldier.

SickBays

For ten points, a player can build a SickBay in his base. He can put as many SickBeds in as he likes, but you have to build a one-point ComputerConsole into each SickBed to perform Medikal scans, monitor vital functions, and let patients play video games to distract them from the agonizing pain. If you bring a patient to a SickBay, a Medik can work on him even if he's been dead for more than three turns, and he gets a second roll on 1d10 if the first one fails. If the Medik rolls a one on either roll, the patient is dead and cannot be saved; throw him in the OrganRecycler. If the Medik rolls 2 to 4 on both rolls, the victim is in stable condition but unfit for duty. You can either leave him to lie around on a SickBed and eat ice cream to recover in time for the next battle, or throw him into the OrganRecycler to free up room for more likely patients. If a unit recovering on a SickBed is moved by anyone other than a Medikal technician, or enemies gain access to his SickBed's ComputerConsole, he dies.

7.2.8 Technix

Engineers are Mechanix for buildings. They carry a SprayCan of hardening SprayFoam, which they use to weld broken walls back together, and to create plastic brix to patch holes and build barricades. Engineers usually command “squads” of Slaves.

An Engineer is represented by a normal Trooper with a SprayCan and a boy-hair piece. Sexist, we know, but give us a break. Sometimes, for Engineers, we put a helmet on the Professor minifig, but remember that soldiers often react as homicidally at the sight of the Professor as they do when they see Timmy, so keep him out of sight. If an Engineer is commanding a SlaveSquad of Timmys, he can only maintain his professional tolerance for so long. If any other soldiers start attacking his Timmys, he loses control and helps beat the Timmys down with his SprayCan.

Specialty: Technikal Training (+1 CP)

Engineers do not receive any special training at the Trooper Training Center, but become Engineers by voluntarily sending away for a study-by-mail course from one of their Civilization’s second-rate vocational colleges. When they receive their diploma (in as little as nine months), they then send \$19.95 (plus shipping and handling, no check or C.O.D.) to receive their SprayFoam SprayCan.

Using this SprayCan, an Engineer can produce 1 Blok per turn, or any Brik of equivalent or lesser size, if he does nothing else that turn. His band of Slaves can then assemble the Brix into large constructions, such as barricades, bridges, or staircases. A construction made out of piled Brix has AV 1d10. If the Technik then spends a turn welding the construction together with his SprayFoam, it has an AV of 2d10.

Alternatively, an Engineer can direct Slaves to reassemble a broken base wall from its debris, or use pre-fabricated parts brought in by Supply Trucks to build weapon bunkers and defense towers. Prefabricated parts cost half as much as the structure they are designed to build, except for base weapons, which cost full price. Normal 2×4 plastic Brix cost 1 point apiece. The Engineer uses his SprayCan to mortar the pieces together, and the structure is as good as new.

7.2.9 Kamikazes

Every now and then a Trooper gets tired of the normal humdrum violence, facing certain death day in, day out; it takes a little more to get his adrenaline flowing. Or maybe he’s a few days from retirement, and can’t stand the thought of not getting to kill anyone anymore. Maybe he’s just seen one Timmy too many. For whatever reason, a Kamikaze is Trooper who is even more mentally unstable than his peers. He goes into battle wearing only light armor and pumped up on CroakaCola, looking for insane risks and suicide missions.

A Kamikaze appears to be a normal Trooper who hasn’t shaved in awhile, and he usually wears some kind of funny hat.

Specialty: Kamikaze Bomb

What the Kamikaze’s enemies don’t know is that a deadman’s switch in his brain is monitoring his vital signs. If the Kamikaze is killed (or holds his breath for more than half a turn), the switch sets off a 3d10+1d6 bomb cleverly implanted in his cranial cavity, allowing him to instantly create large craters decorated with the particulate remains of his own entrails. Naturally, his superiors know, and he is positioned by himself, far away from normal squads.

Table 7.9
Technix

| <i>Building Repair and Maintenance Specialist</i> | |
|---|---------------------|
| Classification | Technik or Engineer |
| Move | 5" |
| Armor | 5 |
| Skill | 1d6 |
| Specialty | Technikal Training |
| Ratio | 1 per 3 Slaves |
| Cost | 6 CP |

Table 7.10
Kamikazes

| <i>Suicidal Maniac Specialist</i> | |
|-----------------------------------|---------------------------|
| Classification | Kamikaze or FreakoNutCase |
| Move | 8" |
| Armor | 1d6-1 |
| Skill | 1d6 |
| Specialty | Kamikaze Bomb |
| Ratio | 1 per 4 Troops |
| Cost | 5 CP |

7.2.10 Ninjas

In every Trooper training class, there is one mysterious kid. He doesn't participate in class discussions, and no one can tell what he's thinking. These kids mystify their teachers, and so their teachers pawn them off on some Ancient ZenMaster or another. Invariably, it turns out these Kids are just nearsighted, but by the time anyone finds this out it is too late and they are well on their way to becoming a Ninja.

Ninjas are mysterious men and women who spend their lives in secret gymnasiums, perfecting their skill in close combat and covert operations. Sabotage and assassination are the Ninja's primary focuses. When defending himself from Close Combat attacks and thrown weapons, a Ninja has an almost impenetrable defense, giving him an AV of 3d6.

A Ninja wears normal Armor, but instead of a helmet, he either has a NinjaHood or a topknot (made out of one of the one-dot switch pieces). They often carry a grenade or time bomb in addition to a melee weapon. Ninjas prefer not to drive vehicles, but if they find themselves in control of one they'll often set it on a collision course with an enemy base and jump out at the last moment. If a vehicle carrying Ninjas is destroyed, all the Ninjas automatically jump clear at the last moment, taking no damage.

Table 7.11
Ninjas

| <i>Covert Operative and Assassin</i> | |
|--------------------------------------|--|
| Classification | Ninja or SpecialOp |
| Move | 10" |
| Armor | 1d6+2; CC 3d6+2 |
| Skill | 3d6+2 |
| Specialty | No Ranged Weapons (except thrown weapons) Stealth Spider Gymnastics |
| Ratio | 1 per 7 Troops |
| Cost | 20 CP |

Specialty: No Ranged Weapons (-1 CP)

A Ninja cannot use ranged weapons (except thrown weapons). Some soldiers assume that it is because the Ninja is unwilling to sacrifice stealth to muzzle flashes and rifle reports. Others think it is because ranged weapons offend the Ninja's professional sensibilities. In fact, it is because Ninjas so enjoy slicing and dicing their opponents (and civilians, and small yapping dogs, and so forth), that to shoot one from a distance would seem like a criminally wasted opportunity.

Specialty: Stealth (2 CP)

The compulsion to pass unnoticed is so overwhelming that a Ninja often finds himself unable to raise his voice, activate the ringer on his phone, or turn on any lights in his house. This pattern of mental instability, combined with years of practice sneaking up on his parents and frightening the neighbors, has given the Ninja the ability to operate in almost perfect stealth.

If a unit is not looking directly at a Ninja (a minifig's cone of vision extends 45 degrees to all sides), or if a Ninja has any significant cover (at least 1/3 cover), then he goes completely undetected by the unit. Even if the unit saw the Ninja on the previous turn, the unit experiences a strange kind of stealth-induced amnesia and forgets where the Ninja is. Even if the unit is the Ninja's commanding officer, and the Ninja is maintaining constant radio contact with positional updates, the C.O. will still be unable to detect the Ninja under these conditions. The Ninja's stealth does him no good if he gets *tagged* by a Scout, but fortunately most Scouts have an extremely short life expectancy when in tagging proximity to a Ninja.

When a Ninja attacks a minifig (except another Ninja) from behind, his first attack always hits, and does +2 extra damage. No one else is stealthy enough to get the drop on a Trooper.

Specialty: Spider Gymnastics (2 CP)

A typical Ninja stunt is to leap onto a low-flying Flyer, garrote the pilot, drop the pilot's decapitated head into the soup of the enemy general before sending the Flyer careening into an enemy BattleJeep and jumping free at the last possible instant.

Thanks to hidden wires and camera tricks, Ninjas are able to leap amazing heights (up to two stories high), run up vertical surfaces (at the same speed as horizontal ones), ignore Movement Penalties from harsh

terrain, survive terrifying falls with no fear of damage, climb ropes with no free hands, or fight from a standing position on the ceiling. For a less disciplined individual, jumping around like an insane spider monkey would be an end in itself, but for the Ninja the use of these manic gymnastics is strictly limited to furthering the Ninja's goals of mass homicide.

7.2.11 Heroes

Heroes are Troopers who have displayed feats of strength, speed, and agility beyond those of other Troopers, and do so on a regular basis. After graduating from the Trooper Training Center, a Hero spends three or four extra years in the Hero Training Camp, where he hones his advantages, learns to speak from his gut, thrust out his chest, walk groin-first, and which types of capes, scarves, and sashes best accessorize a military uniform. Trooper Heroes serve as rallying points and as symbols of their Civilization's power and glory. Trooper Heroes are incredible morale boosters, who often whip regular Men into such frenzies that they slaughter trees, rocks, and sometimes even the ground.

Heroes are incredibly efficient killers, and serve as the tactical leaders of divisions of Forces, when no Champions are available. They function just like normal Men, but more so. They also have the handy ability to perform one Stupendous Feat per turn. They are represented by minifigs with visored helmets and fancier Armor, and often wear some accessory such as a cape, feathers in their helmets, or braided epaulets.

Table 7.12
Heroes

| <i>Elite Heroic Disposable Infantry</i> | |
|---|----------------------------|
| Classification | Hero or Officer |
| Move | 5" |
| Armor | 1d10+4 |
| Skill | 1d10+2 |
| Specialty | 1 Stupendous Feat per turn |
| Ratio | 1 per 7 Troops |
| Cost | 12 CP |

7.2.12 Champions

When a Hero has been fighting steadily for few decades, his skills, posturing, and oratories increase even beyond their already-superhuman levels. If by some combination of planning, skill, and dumb luck he manages to live through a hundred battles or so, he will have gained the power, skill, and prestige he needs to be called a Champion. Tales of the great Champions circulate throughout the Civilizations, often making them legends within their own lifetimes.

Normal Troopers and Heroes are so bloodthirsty and vicious they've been known to shoot themselves in a battle frenzy, and Champions follow this grand tradition of adrenaline-induced moronitude. However, when they pull the trigger in such a situation, their natural combination of catlike reflexes and dumb luck causes them to miss themselves and hit the fuel line of the enemy's cloaked DeathSloop behind them, causing it to spin off and destroy the enemy base in a glorious crash landing, starting a forest fire that consumes the three divisions of the enemy expeditionary force waiting in ambush on the other side of the hill.

As a Hero is among normal Troopers, so is a Champion among Heroes. The most important difference between Heroes and Champions, beyond their enhanced statistics, is the fact that Champions have *three* Stupendous Feats *per turn*. Now that's something to write home about.

Champions are represented by minifigs with visored helmets, fancy Armor, epaulets, capes, sashes, cloaks, and anything else that will fit over their Herculean physiques. Usually they will have the fanciest, most garish suits you can slap together, with all the flame decals and racing stripes. Champions are often very vain, and you

Table 7.13
Champion

| <i>Best of the Best Elite Disposable Infantry</i> | |
|---|----------------------------|
| Classification | Champion or High Commander |
| Move | 10" |
| Armor | 2d10+1 |
| Skill | 1d10+2 |
| Specialty | 3 Stupendous Feat per turn |
| Ratio | 1 per Battle |
| Cost | 25 CP |

want to be able to tell them apart. Champions usually have a bad accent from one country or another when they talk, and action-movie-hero personalities. You should know the name and personality of every Champion you field, if not every Hero.

7.3 Battlefield Organization

Way back in the distant early days of the now-constant war, there was only one kind of soldier; the Trooper. At first, battlefield organization was very strong. Troopers grouped themselves in squads of four men, with one man serving as radio operator to keep them coordinated with the rest of the attack. But the radio operators kept getting killed, and without radio guidance, their squads would wander around in confusion and get lost.

After a while, the most enlightened Civilizations made the advances in philosophy and education that led to the evolution of a more independent breed of Trooper. This new breed had no need for organization or centralized control, relying on keen instinct, the collective subconscious, and studies of The Zen of Large-Scale Assault Maneuvers to keep coordinated. This was the Golden Age of Combat, when the Troopers answered to no one but themselves on the battlefield.

And then, the variant Trooper designs started popping up. Scouts. Ninjas. Amazons. All Troopers were no longer created equal. It was time to re-implement the organized battle maneuver, with a carefully layered chain of command.

7.3.1 Tactical Division

The tactical division rules are among the most optional of our optional rules. It's the kind of thing that you're sometimes really in the mood for, and sometimes you can't stand. And sometimes you change your mind in the middle of a battle. So we've divided them up into three flavors, in order of increasing complexity: Marauders, which is the model used in the first edition of BrikWars; Squads, which was the pre-BrikWars model; and Battalions, which is a more complex version of Squads.

Marauders

This system is very simple and easy to learn. Basically, all your soldiers on the field do whatever they like. They have some kind of psychic power telling them where all the other units are on the battlefield, and where they are in relation to them. They do not get confused or disorganized. The Fog of War does not exist for these men.

Squads

All units on foot are arranged in squads of three to five troops. These squads move together, attack together, eat together, think together. If one member of a squad gets lost, the other members have to find him. If one member gets shot, the other members drag him back to the Medix. Each squad must have at least one guy with a Radio. (Vehicles, Synthetix, ComputerBanx, and gun emplacements all have radios built into them.) As long as they have that radio, they know everything that their commanders know, and vice versa; they are able to coordinate perfectly with the rest of the army.

If they lose that radio, then they can no longer receive instructions, battlefield updates, or reassuring messages about their validity and self-worth. They immediately become disoriented and confused. If there is an obvious enemy target for them to attack, they attack it; if they have an obvious mission to complete, they try to complete it. Otherwise, they try to find a good defensive position to hold while they think of some way to regain contact with their army by alternate means. Each turn that the squad wanders around without radio contact, they move at half speed, trying to get their bearings.

Besides radios, there are plenty of other methods of communications that work perfectly well. A Squad can communicate with another Squad up to 8" by shouting, or up to 12" away by using a bugle, megaphone, or war drums. Signal flares, banners, or smoke signals work to communicate with anyone who can see them. Mental telepathy and magical messages work as well as radios. More primitive large armies must be divided into

autonomous divisions, which communicate by messages carried by runners or carrier pigeons. Telegrams can be used if the Troopers are willing to carry long coils of copper wire to stay connected to headquarters.

Battalions

Battalion mode is the most complex system. Not only are troops organized into squads, but their radios are useless unless someone of higher rank is sending them commands over it. A definite Chain of Command is established, usually with a Champion commanding a base and a group of some Heroes, who in turn command separate legions of Troops. Units can only use their radios to speak to other units directly above or below themselves in the Chain of Command, so if a link in that chain is taken out, communication will be disrupted. If a unit's commanding officer is killed or loses contact, the unit will continue following whatever his last order was (hopefully it was something useful like "conquer and hold the enemy base" rather than "head east until I tell you to stop."), and then wait for additional orders, doing normal things like defending himself if attacked and attacking enemies who come into range. He has no idea what is going on on the battlefield outside of his own field of vision, and he cannot get the authorization to help other divisions complete their separate missions.

What can you do with these poor abandoned subordinates? If somebody sees that the commanding officer has been killed, he can get on the radio and start notifying people, or tracking them down and notifying them face to face. This might be because he was standing next to the officer and saw him get hit by the Death Beam, or because somebody sent him to check the officer's last known position when contact was lost, or because they just happened to wander across his bloody corpse. Different soldiers will react in different ways to news of an officer's death. Superior commanding officers will arrange for someone to take command of all those soldiers who no longer have a commander. Officers with rank equivalent to or higher than the fallen officer may collect his radio, giving them instant command of all his former units, or may send units out to notify the fallen officer's subordinates face-to-face, so that they can change their radios to the new officer's frequency and start following his orders. Subordinates to the fallen officer realize that they are now independent, and may now act in whatever way seems best to them. Their radios are cut off from their allies', so they cannot engage in coordinated attacks with other independent groups, even if they're on the same side. You can see that if you lose your Commander-In-Chief, you're suddenly going to have a number of independent divisions that won't play together well; so do what you can to keep him alive!

8

Irregular Combatants

Sadly, not every minifig in the BrikWars universe is cut out for service in the army of a major Civilization. Whether due to physical, psychological, or philosophical weakness, many unfortunate individuals are denied the opportunity to take part in their Civilizations' campaigns of mass destruction. This sad majority still has its purposes to serve, however. Without the teeming civilian horde, who would build the war machines? Who would breed the next generation of Troopers? How would the military finance its operations, without a large viewing audience for military engagements on pay-per-view?

8.1 Civilians

For many Troopers, the blood, gore, and agonizing death their weapons of mass destruction cause among their enemies is only half the fun. To them, the piles of steaming enemy corpses are only appetizers in anticipation of the main course of terror and lifelong trauma that they can cause by staging their battles in the midst of innocent and unsuspecting Civilians.

Civilians come in all styles and flavors, and there are any number of ways to handle them. The Civilians may or may not be allied with one side or another in a given battle. You might decide that they have to be bought with Construction Points, or they might be supplied along with the scenery. They can be controlled by one player or the other, or control can be divided between the players. Civilians aren't usually going to have a whole lot of effect on the outcome of the battle (unless your SpaceChampion refuses to fight until he gets some doughnuts, in which case you'd better hope one of the Civilians is a SpaceBaker). They exist only to add a little light-hearted fun and casual casualties, so there's no real need to stress out over how their initial placement and control are handled. Just go with whatever your personal playing style suggests.

Before the game actually begins, the players must work out whether or not they're going to have Civilians in their game, whether or not they're going to have Normal Buildings and Normal Vehicles and all kinds of other Normal Things like Normal Mailboxes and Normal Fire Hydrants, where and how many of these things are going to be scattered around on the battlefield, and who's going to take care of moving them around. The way we play it, each side only pays for the Normal Professional Civilians and their equipment who are

Table 8.4
Belligerent People in Combat

| Type | Common Civilian Weapons | CC Bonus |
|-------------|----------------------------------|---------------|
| Space | All | — |
| Town | Shotguns, Revolvers | — |
| Renaissance | Flintlock (Pirate) guns, Sabers | +1 |
| Medieval | Armor, Crossbows, Horses, Swords | +1 |
| Tribal | Bows, Spears, Horses, Knives | +2 |
| Stone Age | Clubs, Spears, Fire, Grunting | +2 (+1 Power) |

used in the employ of the Civilization (diplomats, spies, systems analysts, college interns, etc.), and all other Civilians are put on the battlefield free as *scenery*. After both players move their military units and Normal Professionals and fire (and they may fire at the Normal People), both players get half of the remaining Normal People to manipulate into doing normal, mundane activities. This can slow the game down a bit, but if you really get into a silly mood, you can even make them have complete conversations (the best Civilian conversations are the ones that devolve into soap-opera-style melodramas).

Civilians may also form small armies of armed rabble. It's sometimes fun to play out battles in which one or both armies are made up of mostly Civilians, just to watch the Normal People get blasted in a futile attempt to fight off vastly superior forces. Civilians will sometimes be assisted by Troopers with whom they have shared their pizza or nachos.

8.1.1 Normal People

Normal People are the denizens of the BrikWars universe that are not usually involved in war-like activity. Normal People are simply everyday folk who inhabit the buildings and cities where most wars take place.

Most Normal People don't have sense enough to get the hell out of a war zone, and end up stumbling across a street filled with Gyrofire and exploding vehicles on their way to work at the office, barber shop, sporting goods store, or local eatery. However, sometimes Normal People are part of a riot, uprising, or revolt that takes place on a remote planet. Or perhaps the Normal People get really tired of continued Pirate raids, and take it upon themselves to try to fend off the brigands. In these cases, the Normal People take up arms and fight for themselves in their best interests, or so they think. Usually, they just end up getting shot.

Normal People cannot use Death Guns, or any other 'military only' weapons like Missiles and Assault Helicopters. They can figure out how to use sidearms and Close Combat weapons, but don't expect them to be very successful with them.

8.1.2 Abnormal People

Some Normal People are a little screwy and break this standard, becoming obsessed with weapons and killing and death. If they act on this obsession, stockpiling weapons and ammunition and training themselves in the Deadly Arts, they become Somewhat Less Normal or even Abnormal People.

Every now and then you'll be fighting a battle in some urban area, mowing down stray Normal People as usual, and then suddenly some Psychotik will do something totally unexpected, like blow up a bridge, mow down Troopers in his monster truck, or activate a bunch of MkIII Lasers he's secretly installed all over his house. The most generic Abnormal People have the stats listed in Table 8.2, but crazier types can be assigned other point values depending on exactly how Abnormal they are. Most Abnormal People fall into the category of Mad Bomber, Paranoid Arms Stockpiler, and Suicidal Maniac. Invariably, they come in one of three *flavors*: the unshaven, blue-collar psycho who's missing a hand, arm, leg, or face; the jet-setting businessman sociopath with his suit, briefcase, and sunglasses; or the homicidal maniac postal worker. There are no restrictions to the kinds of weapons these types of people will find some way to stockpile and use. Better yet, they don't care at all who else gets mowed down in their quest to reach their target.

Table 8.1
Normal Person

| Semi-intelligent Autonomous Target Dummy | |
|--|---------------|
| Classification | Normal Person |
| Move | 4" |
| Armor | 1d6-1 |
| Skill | 1d6-2 |
| Specialty | None |
| Ratio | Troop |
| Cost | 2 CP |

Table 8.2
Abnormal Person

| Semi-intelligent Autonomous Nutcase | |
|-------------------------------------|------------------------|
| Classification | Abnormal Person |
| Move | 4" |
| Armor | 1d6-1 |
| Skill | 1d6 |
| Specialty | None |
| Ratio | 1 per 10 Normal People |
| Cost | 3 CP |

8.1.3 Normal Belligerent People

While most Normal People spend a battle doing Normal Things, there are some who don't react well to violence. Some even go out of their way to find violence to react badly to.

Usually these are the people who live and work on whatever land you've chosen as your battlefield, who consider it their personal duty to protect their community. In more modern communities (such as SpacePeople or TownPeople), these will be policemen or guardsmen. In more primitive cultures (like MedievalPeople, IslandPeople, or TribalPeople), these will be hunters and warriors. More primitive warriors won't be able to use modern weaponry, but they'll have put more priority on muscle-building and close combat, and will get Close Combat bonuses.

Belligerent People may be groups of Smuggling People defending their hideout with Impact Pistols and jury-rigged MkI Lasers, or it might be a bunch of Islander People throwing spears, or a group of BlackBelt People from the local Brikido Dojo, or a castle full of Aristocratic People with fencing swords, poking your Troopers in their armored bottoms. Unlike the Abnormal People, their primary goal is to keep their communities safe, rather than kill as many Troopers as they can. If you keep clear of their communities, they'll leave you alone. On the other hand, they're pretty weak, so it's not a big deal if you really want to send a squad out to shoot up the town.

The most dangerous Belligerent People are those in the Wolf Rebellion. These political malcontents range from civilly disobedient left-wing activists to heavily armed right-wing militiamen. These disparate groups rally under the banner of the Wolf's Head, and are opposed to the constant warfare and oppression under the rule of their Civilizations. Wherever there is a government presence, these guys are starting riots and strikes, organizing terrorist attacks, raiding supplies, destroying infrastructure, and being extremely inconsiderate in general. If there are any Wolfen Rebels on the battlefield, they'll do everything they can to disrupt your military activities.

8.1.4 Normal Creatures

In addition to native minifig populations, many planets are also swarming with dangerous wildlife. Stats and point costs differ depending on how dangerous the animal is. Remember that a peaceful deep-sea black octopus from Risley IX looks just like a vicious Brain-Sucking Land Blob from Antares III, so feel free to make up new stats and animal abilities for all your creatures at any time. Animals that Civilians ride around on should be treated as One-Piece Vehicles.

The most important animal in BrikWars is the Horse. Horses are bred for either riding or pulling loads, but any Horse can be used for either purpose in a pinch. In pre-Town Civilizations (TL3 and earlier), Horses are the primary source of land transportation and Power. A Horse cannot be used to provide electrical Power to energy weapons (obviously), but can be used to provide mechanical Power (for instance, to pull back the arm of a catapult).

Table 8.3
Normal Belligerent Person

| <i>Semi-intelligent Autonomous Pain in the Butt</i> | |
|---|--------------------|
| Classification | Belligerent Person |
| Move | 4" |
| Armor | 1d6 |
| Skill | 1d6 |
| Specialty | None |
| Ratio | Troop |
| Cost | 3 CP |

Table 8.5
Riding Horse

| <i>Eco-friendly One-man Transport</i> | |
|---------------------------------------|--------------|
| Classification | Riding Horse |
| Move | 16" |
| Armor | 1d10+2 |
| Skill | 1d6 |
| Specialty | 2 Power |
| Ratio | Troop |
| Cost | 3 CP |

Table 8.6
Draft Horse

| <i>Eco-friendly Tow Vehicle</i> | |
|---------------------------------|-------------|
| Classification | Draft Horse |
| Move | 10" |
| Armor | 1d10+4 |
| Skill | 1d6 |
| Specialty | 4 Power |
| Ratio | Troop |
| Cost | 3 CP |

8.2 Mercenaries

Over the chaos of thousands of years of Galactic War, a lot of things have been lost or forgotten throughout the millions of inhabited worlds. Among them have been bases, fleets, and divisions of troops. After a few centuries of abandonment, these forces forget their Civilization and now their fanatic loyalty extends only to each other. A Trooper who doesn't fight isn't much of a Trooper, so rather than battle among themselves, they hire themselves out to the highest-bidding Civilizations.

Mercenaries place a lot more importance in personal survival than Troopers, since they don't have the resources that let the Civilizations pump out troops mass-production style. The average Mercenary gets a lot more training and personal attention, and more highly-tuned armor and equipment, making a single Mercenary more than a match for a single Trooper, and a single Specialist has all the skills of a Mechanik, Medik, and Technik combined (depending on which Tools he's carrying). That's little consolation, as Troopers outnumber Mercenaries by thousands-to-one in the grand scheme of things. As a result, Mercenaries have to pick their battles carefully.

Mercenaries are great for a Civilization that wants to bring some extra force to a battlefield quickly and cheaply. The Civilization still has to pay full price for the Mercenaries' equipment and vehicles, but hiring their troops is so much cheaper than breeding and training troops of their own, it almost makes you wonder why Civilizations don't just use Mercenaries for all their engagements. Well, besides the fact that there aren't enough Mercenaries to go around, there are a number of restrictions on the way Mercenaries can be used.

First of all, Mercenaries on the battlefield are considered a separate *team* from the Civilization that employs them. If you have the chance, you should actually have a separate player control them. A Civilization commander cannot spend more than half of its points on Mercenary troops and equipment, and two sides cannot send Mercenaries from the same Mercenary group to fight each other (in fact, Mercenaries are reluctant even to fight Mercenaries from rival Mercenary groups, so you'll want to avoid sending opposing Mercenary groups straight at each other). One regular Mercenary in every Mercenary group is chosen to be TacOps Commander, who has the only CB Radio that can be used to communicate with Civilization commanders if the need should arise for mid-battle renegotiations. Mercenaries don't like to share their section of a battlefield with Civilization Troopers ('Civvies'), and they never *squad up* with them. Mercenary groups never 'split up' to accomplish multiple objectives; they are hired to accomplish one major objective, and the secondary and other peripheral objectives are the jobs of the Civvies. Mercenary Specialists do not go out of their way and never risk their own lives to give Medikal aid to the Troopers or Mechanikal aid to the vehicles of the Civilization employing them; their skills are primarily reserved for their Mercenary brethren. They may decide to help out if they have nothing better to do and it doesn't expose them to any kind of danger.

Furthermore, while Mercenaries have an obligation to accomplish their mission objectives to maintain their professional reputation, you have to make sure that you give them the support they need to accomplish their objective, because they have no particular loyalty or trust for your Civilization and they're liable to get ticked off if they think they're getting the raw end of a deal. A Reasonable Objective and Adequate Support are standard clauses on every Mercenary contract, and if they decide that you haven't supplied one or the other, they're likely to Ditch you and refuse to give you a refund. On the Mercenaries' sixth turn on the battlefield, they have to have made Reasonable Progress toward their objective, or else they

Table 8.7
Mercenary

| <i>Infantry Temporary Staffing</i> | |
|------------------------------------|-----------|
| Classification | Mercenary |
| Move | 6" |
| Armor | 1d6+3 |
| Skill | 1d6+2 |
| Specialty | Piloting |
| Ratio | * |
| Cost | 4 CP |

Table 8.8
Specialist

| <i>Multipurpose Temporary Staffing</i> | |
|--|--|
| Classification | Specialist |
| Move | 6" |
| Armor | 1d6+2 |
| Skill | 1d6+1 |
| Specialty | Mechanikal Ability Medikal Training Technikal Training |
| Ratio | 1 per 10 Mercs |
| Cost | 6 CP |

decide that you haven't lived up to your terms of the contract and they will Ditch you. For this reason you may choose to delay the Mercenaries' entrance onto the field of battle until you've cleared the path to the objective and softened up the enemy a bit. While they are still waiting off the edge of the battlefield (and you have to specify which edge they will be entering from before the battle begins), you can negotiate a different objective for them to attempt if it turns out their previous one isn't going to be as easy as you thought. Once they arrive on the field, their objective is set.

One example of an objective might be to take and hold a position, such as a fortification or base. If, on the Mercenaries' sixth turn, they are pinned down by enemy fire and haven't even reached the target position, they have not made Reasonable Progress and will Ditch. If, on their sixth turn, they have eliminated or taken control of most of the defenses at the target position, then they have made Reasonable Progress and will stick around to mop up the remaining defenders and set up a defense perimeter of their own. If, on their sixth turn, they are engaged in battle for control of the position, and it's unclear who has the upper hand, it's harder to say whether or not they have made Reasonable Progress. Their decision to Ditch may be affected by how many casualties they have taken, their chances for eventual success in their current objective, and how well their allied Civilization has supported them. Sometimes they are looking for any excuse to Ditch their current commander because of his reputation for treating his Mercenaries badly, and sometimes they have a tendency to be lenient towards the enemy commander because he has treated them well in the past. Hopefully, a strong case can be made one way or the other; often, it can't. When it's hard to decide whether you've made Reasonable Progress or not, roll 1d6. A roll of 6 means the Mercenaries decide that they have made Reasonable Progress and stick around to complete their objective. A roll of 1 means they Ditch. Any other roll means they keep fighting, and try to decide again next turn.

Even if they have made Reasonable Progress and stuck around for twenty turns or so, they may still decide to Ditch if the tide of battle has turned seriously against them. If their forces are getting ground into hamburger, their allies have abandoned them, and it's obvious there's no way they're going to hold their position, they're going to start looking for avenues of retreat.

A Mercenary group that Ditches does not necessarily abandon their objective or their allies, they just make keeping themselves alive their new priority. This may mean they try to retreat from the battlefield, or they may try to take up a defensible position and try to hold out until one side or the other wins. They may move to take cover in their allies' base (if the allies still trust them after they Ditch), or their TacOps Commander may try to negotiate a truce with the enemy forces. As a Civilization commander, you might want to arrange things so that their best chance for survival when they Ditch is to stick with your team and finish taking their objective, but Mercenaries who are manipulated in this manner are likely to get ticked off and will try to stab you in the back as soon as it is practical, and Mercenary groups hold grudges for a long, long time.

The most significant group of Mercenaries in the Space Age (TL5) are the descendants of a lost division of Kraan BlitzTroopers, who dress in black and white uniforms with big neon-green B's emblazoned on their chests. Lately, however, their preeminence among the Mercenary groups has been challenged by the thrill-seeking X Brigade, who dress in mostly-black uniforms with a red X emblazoned on their chest and back.

8.3 Pirates

Pirates are not usually a part of an organized Civilization. They are the ruffians of the BrikWars universe. Hailing from ports in every land, Pirates are those people who think only of themselves, motivated by greed and a love of killing.

Pirates constantly perform raids against Civilization outposts, seeking to steal the vital supplies they need to survive on their own secret bases, hidden in the most bizarre backwaters and wastelands. Some Pirates actually have a great cause towards which they strive, possibly even a noble cause, but most of them just don't want to do any work for themselves so they pillage and steal. None of them are particularly smart.

Often, Troopers will undertake the destruction of a Pirate base, but rarely have any real success. A Pirate base that is brand new is not very different in appearance or utility from the debris of a Pirate base that has been

blown to smithereens. If a group of Pirates was off pirating when their base was destroyed, they often don't notice when they get back.

The equipment of Pirates is temperamental to say the least. PirateArmor is different for each Pirate, and the armor that saves a Matey from an Impact Rifle one moment, may fail utterly when hit by a simple fist. PirateArmor is unpredictable, but can actually provide more protection than TrooperArmor, in rare cases. Some Pirates go to battle in only a tank-top!

Close Combat is the Pirates' specialty. It seems as if Pirates were born for fighting at close quarters, and countless bar brawls and pit-fights serve only to hone the skills of the strong, and weed out the weak members of a pirate band. All Pirates get a +2 Close Combat bonus, even if they have no arms, legs, heads, or torsos.

Pirates are just as temperamental as their equipment. Every turn, there is a chance that the Pirate Fleet will Mutiny against their Cap'n's. At the beginning of every movement turn, the Pirate player must roll 1d6. If he rolls a 1, then the fleet revolts against their Cap'n. Whether or not a crew decides to Mutiny has nothing to do with whether they are winning or losing, whether their Cap'n's are heroes or cowards, or whether they are in good moods or bad. The Cap'n's and their FirstMates must then try to regain control of their fleets by making heroic speeches and striking heroic poses. All Cap'n's and FirstMates add their Skill Rolls together. If the number rolled is greater than the number of mutineers, they successfully rally their troops and the turn can proceed as normal.

If the rolls fails, then the opposing player takes control of all Mateys and vehicles and tries to kill the Cap'n's. The Cap'n's and FirstMates may make one Control Roll for every movement phase that they remain alive. If all the Cap'n's are killed, the Pirates withdraw from the battle, to party down and elect a new Cap'n.

Unless they are sitting around in their PirateBase, Pirates are constantly roving around in PirateFleets. PirateFleets must be highly mobile, so all Pirates must start a battle on board a PirateVehicle—anyone on foot gets left behind. All vehicles in a PirateFleet must be of the same general type. Scurvy SeaPirates must all have Boats and sometimes Submarines; leather-clad HighwayPirates must all drive Ground Vehicles or Treaded Vehicles; SpacePirates all have some kind of Flyer; BikerPirates all have chopped-out DeathHarleys. Anyone who does not drive the same type of vehicle is called a 'Lubber' (sometimes a LandLubber, AirLubber, SeaLubber, or PoliceCruiserLubber) and the Pirates will never trust them.

At TL5 and above, SpacePirate Flyers are highly customized and can use Mk1–Mk5 weapons, unlike normal Flyers which can only use Mk1–Mk3 weapons. The limit of 4 weapons per Flyer, however, must be obeyed by Pirates. Pirates can also use Boats as huge antigravity ships, at Boats' standard costs and statistics. There are rumors of enormous Pirate SpaceGalleons roaming the galaxy loaded with SpaceBooty.

Each type of Pirate roughly corresponds to a certain type of Trooper. A Cap'n has all the abilities of a SpaceChampion (including three Stupendous Feats per turn), a FirstMate is roughly equivalent to a SpaceHero (with one Stupendous Feat per turn), a Matey functions as a Trooper or SpaceDriver, a Doc works the same as a Medik (rolling at 1d6 rather than 1d10), a MateDroid works like a Synthetik, and Parrots and Monkeys work like SpaceScouts. (It is unknown how the Parrots and Monkeys relay their targeting information back to the Pirate fleet, since they don't carry CBs, but that doesn't seem to bother any of the Pirates. Monkeys can move vertically just as fast as horizontally, and Parrots can fly over any obstacles. Monkeys can carry a weapon in each of their four hands, so watch out for them!)

Table 8.9
The Pirates

| | Move | Armor | Skill* | Ratio | Points |
|------------|------|--------|--------|-------------|--------|
| Cap'n | 10" | 2d10+1 | 1d10+4 | 10 | 21 |
| First Mate | 8" | 1d10+1 | 1d10+2 | 2 per Cap'n | 13 |
| Matey | 6" | 1d6 | 1d6 | Troop | 5 |
| Doc | 6" | 1d6 | 1d6 | 8 | 7 |
| Parrot | 12" | 1d6–2 | — | 5 | 5 |
| Monkey | 7" | 1d6–1 | 1d6–3 | 5 | 4 |
| MateDroid | 7" | 1d6 | 1d10 | 7 | 6 |

* All Pirates have a +2 CC Bonus.

A Cap'n is represented on the battlefield by the pirate captain minifig, of course. FirstMates look like Mateys except they get epaulets and a tricorne hat, and generally look handsomer. Mateys just look like whatever they feel like looking like. Docs look like Mateys except they wear only red and white clothes. Docs do not need Medikal equipment, since their standard Medikal procedure is to walk over to fallen Pirates and kick them to see if they wake up. The parts of Parrots and Monkeys are played by parrots and monkeys. Pirate-Droids are represented by Synthetix whose brains have been replaced with Monkey brains.

8.4 Other People

The Human Civilizations are not the only inhabitants of the BrikWars universe. Most of the time, the Other People can be safely and anonymously grouped under the Normal People heading and ignored. Sometimes the innocent bystanders are not just Normal People. There are plenty of alien empires, fantastic cultures of elves and dwarves, unaffiliated colonies, rebel outposts, smuggler's dens, and Timmy Hives. These Other People rarely start battles themselves, but sometimes get caught up in larger issues, and often have agendas of their own.

There are all sorts of Other People. New kinds of Other People are always being discovered. The easiest way to create a new humanoid race is to pull off a minifig's head and replace it with a new and unusual piece. Sometimes the new species is somewhat viable (like the Groovy Flower-Headed Peace Children), and sometimes it is just ridiculous (like the Motorcycle-Headed Punk Legion).

Most humanoid Other People are similar to Normal People, except for one or two slight statistical and behavioral differences. Most of them cost 3 points. Examples include:

- The Coneheads, who have normal heads with yellow cone-pieces on top. Their Skill is 1d6+1, and they tend to flagrant yuppieism.
- The Blokheads, whose heads are the 1×2 Brik with a hole in the side. Their AV is 6 and they are fanatically bureaucratic.
- The Enormous-Head No-Limb People, who are about the height of normal minifigs but about 4×4 in width. They move at 3" and have an AV of 1d6+5. They behave like duplicitous children.
- The Large Stumpies, who evolved from the Enormous-Head No-Limb People, but their heads are not quite so enormous and they have limbs. They are taller than normal minifigs, and have an AV of 1d6+2 and a Skill of 1d6.
- The Teknik Giants, who are very tall and skinny, and whose limbs are perforated with many 1-dot holes. They are technical geniuses and run around at 8" per turn.
- The Genetically Defective People, who are the minifigs that occasionally end up in your PBB collection when your well-meaning but uninformed aunt buys you PBBs from one of the less worthy companies. They have -1 to all stats, and act like absolute dunces. They only cost 1 point, and all normal minifigs are disgusted by them.

8.4.1 Awful Green Things from Outer Space

One of the most entertaining alien species yet discovered is the race of horrifying amorphous blobs of ghastly ooze known as the Awful Green Things from Outer Space.

These frightening blobs can strike fear into even a hardened SpaceTrooper's heart. They defy all understanding: They don't have any hands to wield weapons. They speak without mouths (though they only seem to repeat sounds they've recently heard). They seem to be able to understand orders, although they have no system of intelligence that is understood by SpaceScience. They can sometimes withstand a blast of a Mk5 missile, and sometimes they die when you step on them. If the die comes up 20 when the Green Thing rolls its AV, not only does it automatically resist the attack, it splits into two identical Green Things! As far as the top ZenoBiologic can explain, "they're just really weird."

Green Things creep slowly across floors, walls, even ceilings, waiting to drop on their prey. When a Green Thing comes in contact with another minifig, it rolls 1d6 per turn. On a 5 or 6, it manages to eat its opponent's head and now has complete control of the body (replace the head with the Green Thing). The host's Skill value becomes 1d6-1, but still moves at the same speed and has the same AV. If the host is killed, the Green Thing dies with it. At any time, the Green Thing can consume the host's body to create another Green Thing.

Green Things are often allowed to feed on captured Normal People. They are also sometimes used in trapdoor pit traps in bases. Although naturally green, a Green Thing can change its color to that of its allied army. A green thing is just a collection of three to five random bricks of the appropriate color. It can stretch itself to unnatural lengths (maximum 5") or contract into a small tentacled ball. It can never suffer knockback or falling damage. Normal People will always attack or run from a Green Thing on sight, regardless of allegiance.

Table 8.10
Awful Green Thing from Outer Space

| <i>Civilian Population Control Specialist</i> | |
|---|------------------------------------|
| Classification | Awful Green Thing from Outer Space |
| Move | 3" |
| Armor | 1d20-3 |
| Skill | 1d6-1 |
| Specialty | Really, really scary |
| Ratio | 3 |
| Cost | 4 CP |

Part IV: Conquest

9

Civilizations

The troop types listed in the last two chapters are a lot of fun and give rise to a whole lot of varied possibilities, but after awhile you're going to get tired of vanilla battles of one identical team of Troopers against another. You're going to wish each side had more identity, more 'personality.' And why not? With the huge variety of Civilizations that history has to offer, there are any number of military systems that differ greatly from the generic norms.

There's plenty of room for you to make up your own Civilization, with its own specialties, limitations, quirks, and 'personality.' These should reflect the makeup of your PBB collection. (For instance, if you have a lot of blue motorcycles, then you might make your Blue Civilization specialize in motorized cavalymen.) There are no hard and fast rules to the advantages and disadvantages you should give your Civilizations, but do your best to make them well-rounded – give them disadvantages to match all their advantages.

This chapter includes a number of example TL5 StarShip Civilizations to show you the kind of thing we're talking about. These Civilizations are based on the kinds of pieces we have in each color in our PBB collection, and the playing styles of our usual gang of players. These examples should work well with most big PBB collections, but you might have to make your own modifications to fine-tune them to your particular sets.

Each of these Civilizations is associated with a certain color. This makes their units, vehicles, and buildings easy to tell apart on the battlefield. Each one is designed to take advantage of the minifigs and special pieces that have been made in that general color over the course of the last twenty years or so. Under each Civilization's section, you'll find:

- A basic description of the Civilization, including its power, politics, and philosophy
- A listing of its special units, weapons, vehicles, and abilities
- The types of battles they're likely to get in and their fighting style when they get there

I think you'll find that fighting as one of these Civilizations, with their sense of identity and purpose, will be a lot more satisfying than when you were just commanding anonymous divisions of Troopers.

9.1 Johar, the Yellow Raiders

The Johar StarShip Civilization had the unfortunate luck to begin its colonizing campaign in a resource-poor section of the galaxy. The dim suns in this sector shone on barren rockball planets, lacking in the minerals and metals the Joharites needed to maintain a serious war effort. What they did eventually find, however, was a pocket of super-rich organic planets, covered by impenetrable jungles, dense swamplands, and limitless steppes teeming with vast herds of grazing animals. With this nearly inexhaustible supply of biomass, the Joharites

began cannibalizing their StarShip to get the metal and equipment they needed to set up some serious bio-engineering research facilities. While their weapons technology atrophied, they perfected new techniques of cloning and genetic engineering. Painted on the sides of Johari Bases and vehicles is the symbol of Four-Eyed Jack, an early Johari Genetik who made heroic advances in bioengineering, despite the fact that he had no one to experiment on except himself. To the victims of a Johari raid, the sight of this mutant clown-face bearing down on them at mach speed tends to induce a gibbering terror, as the defending soldiers instinctively give in to mankind's primal fear of smiley-faces.

Now, two thousand years into the Galactic War, the cannibalization of the Johar StarShip has reduced it to about fifty mini-StarShips. This ragtag rebel fleet moves from hiding place to hiding place while huge Johari legions of cloned SpaceTroopers sweep the galaxy in search of the metals and supplies they need to rebuild their Civilization. Their primary concern is with obtaining industrial alloys and equipment. To accomplish this, they engage in hit-and-run raids on other Civilizations' factories and industrial bases, trying to take what they need and escape before an armed defense can be raised. In rare cases, they try to take over isolated or abandoned factories for their own use. However, they never stick around in one area for long, because they don't have the firepower to hold off a concentrated assault. They attack in great numbers on small, fast vehicles to quickly secure an area so that a dropship can arrive to steal and transport away raw material and finished products. If they have the chance, it is not uncommon for them to bring timed explosives to destroy the buildings after they have emptied them.

9.1.1 Johari Vehicles

Because of their shortage of industrial resources, the Joharites may only have one weapon of Mk3 or above, or one chassis of Medium or above (not counting DropShips), for every 300 points they are allowed to spend on a battle. On an attack, all Joharites must be transported into battle in vehicles. Almost every individual Johari SpaceTrooper will have either a JetBoard or a RaidCycle.

JetBoards are One-Piece Hover Flyers with no weapons, genetikally engineered from a flying manta-ray-like creature. Johari SpaceTroopers ride around on them like flying skateboards. They cost five points. They are represented by a 2x2 plank with pair of little 'wings'. If a JetBoard is damaged, it is considered killed and destroyed. It cannot be repaired by Mechanix or Medix.

RaidCycles are often transported into battle by Medium or Large Flyers, which carry them around as if they were Mk2 Bombs. They are normal One-Piece motorcycles with one or two hand weapons mounted on the sides.

Most Johari raids involve at least one DropShip, which is a Hover Flyer built to transport stolen loot. Due to its extremely light construction, a DropShip is cheaper to build but has weaker stats. A DropShip's base cost is one half the base cost of a Normal Flyer of comparable size. Its Movement Rate is only 4" per turn, and it takes a full turn for it to get from orbit to the battlefield once it is summoned, and another full turn to get back into orbit once it decides that it's time to go. Its Armor Value is only 2d6+2. Most of the space on a DropShip is devoted to cargo space for stolen loot (maximum 5 Blox of weight times the Class of the vehicle). It gets one free crane or robot arm capable of lifting 5 Blox of weight (this means that if you want to steal larger objects, you're either going to have to get a couple of cranes working together, or some SpaceTroopers to help lift, or you're going to have to chop up the object somehow). Up to four hand weapons may be mounted on the ship.

9.1.2 Johari Marauders

The Joharites depend heavily on overpowering numbers, which are readily available to them with their advanced cloning techniques. For all regular troops from the Regular Combatants list (any troop type without a ratio requirement), you get a 'two for one' deal: for every one you buy, you get his clone for free.

The Johari Genetik Corps have also come up with an overadrenalized and cryogenikally enhanced SpaceTrooper design, specialized for rapid assault missions, called the SpaceManiak.

SpaceManiax are hyperactive balls of energy, hopelessly addicted to sugar, caffeine, and adrenaline. Their inability to sleep or even sit still for more than half a second leads them to run around at full tilt for hours after the battle has ended, constantly scanning for snack pastries and six-packs of SpaceCola.

Specialty: HyperActivity (+2 CP)

SpaceManiax are much faster than normal SpaceTroopers. They often pace speeding vehicles and jump onto them (they jump twice as far as normal SpaceTroopers). They can run up and over a one-story wall. They always get two attack phases. They must move at least 10" every turn, or their hyperactivity peaks and their head bursts in a 1d10 explosion. Running in tight circles (turning more than 720 degrees in a single turn) makes them dizzy; their Skill decreases by four every turn that they do this, and recovers by two points every turn after they've stopped spinning. SpaceManiax almost never stop talking.

A SpaceManiak is represented by a gray, blue, and yellow minifig with a yellow helmet and silver sunglasses.

Table 9.1
Johari Space Maniak

| <i>Hyper-rapid assault infantry</i> | |
|-------------------------------------|---------------------|
| Classification | Johari Space Maniak |
| Move | 20" |
| Armor | 2d6+3 |
| Skill | 1d6 |
| Specialty | HyperActivity |
| Ratio | 1 per 10 Troops |
| Cost | 17 CP |

9.1.3 Johari Raids

Most Johari battles are hit-and-run raids on enemy factories and warehouses, although large cargo convoys are sometimes also targeted. Their primary objective is to steal high-quality weapon and vehicle components, or raw unprocessed industrial-grade material (represented by normal Blox). Their secondary objective is to raze enemy complexes to the ground following a raid. The defenders must spend at least 10% of their points on a factory or warehouse with class III walls, filled with valuable loot. Maybe some of the loot is being loaded onto trucks for transport, or a supply convoy is coming in. The factory is as large or small as seems appropriate for the size of the armies.

Bases and defenses may be added outside or attached to this factory at normal cost. Defending troops and vehicles can be placed at normal cost as well. A wave of defensive support troops arrives six turns after the defenders first notice the Johari assault - these troops cost half price. More reinforcements come twelve turns later. The cost of these troops is reduced to one third, but the Joharites are fast enough that they can usually secure all vital positions by the twelfth turn.

The Joharites must capture as much as they can before defensive reinforcements arrive. DropShips are slow and have weak armor, so Joharites should eliminate most of the enemy's defensive capability before summoning a DropShip. The Joharite troops can also grab bits of loot and fly off with them themselves.

In smaller battles, the Joharites try to finish their business before the first defensive reinforcements arrive. In larger battles, they try to commandeer as much of the enemy defenses as they can - bases, vehicles, and weapons - to lay down cover fire for the DropShip when the reinforcements arrive. They will attack the gunners manning the turrets and the pilots driving the vehicles rather than the turrets and vehicles themselves, if they can.

9.2 Setvia, the Red Robot Socialist Republik

The first major Setvian colony was on the mineral-rich but hostile volcanic world Vesuvius. The Civilization dedicated most of its resources to mining, and over the years developed mighty robots and magnetic tools. Their enormous supply of mineral resources allowed them to expand quickly over the many similar worlds in their region of space, quickly making them one of the most powerful Civilizations in the galaxy, on par with the Meikon Civilization. The two symbols of the Setvian Republik are the Twin Volcanoes and the Fires of Vesuvius.

In battle, the Servians use large robots as weapons platforms and central command stations. Their strategy is to use their giant robots, defended by groups of smaller robots and vehicles, to destroy enemy bases and large vehicles as quickly as possible and then secure a command area from which to conduct mop-up operations on the smaller enemy units.

9.2.1 Setvian Robots

Although they also use normal vehicles, Setvians prefer to go into battle backed up by enormous Robots. The construction of big fightin' Robots is covered in the Robotic Vehicles Rules Supplement; if you don't have the Supplement, use the following simplified rules.

Simplified Robot Construction Rules for Players who Don't Have the Robots Supplement

A Robot's base cost is the same as that of a Treaded Ground Vehicle of similar size, multiplied by how many levels tall they are. Its Cargo Capacity is also multiplied by this number. For instance, a three-story tall Large Robot would have 3 x 10" or 30" of weapon mounts. Thirdly, the number of levels multiplies the number of inches in a Robot's Turn-Rate, since these robots get to be pretty top-heavy! When the Robot is damaged by weapons fire, each level takes damage separately. Robots should always have enough extra stuff loaded on them to cut their Movement Rate in half.

All Robots get one free ComputerBank, which serves as an artificially intelligent SpacePilot (with a Skill of 1d6+1) for the robot. Any damage to the Robot that would normally kill the SpacePilot now fry a ComputerBank instead. ComputerBanx in Robots work a lot like ComputerBanx in Bases, and are subject to the same kinds of security problems, so don't let your enemies get control of all of your Robots' ComputerBanx or they'll control the Robot! Like a SpacePilot, a single ComputerBank can only aim the Robot's weapons at one target per Attack Phase. Additional ComputerBanx, costing five points each, can each fire weapons at one additional target, and make one more ComputerBank your enemies will have to gain access to before they can take control of your Robot. Finally, if you spend one point to put a ComputerConsole on a weapon, then it will be able to target by itself. ComputerConsoles can't act without the approval of the ComputerBanx, so if an enemy tries to take control of a ComputerConsole, or the ComputerBanx are shut down or taken over by the enemy, the ComputerConsole and the weapon it controls shut down until the same team controls both the ComputerBanx and the ComputerConsole.

Table 9.2
Setvian Cybernetik

| <i>Biomechanikal maintenance and repair specialist</i> | |
|--|--------------------------|
| Classification | Johari Space Maniak |
| Move | 5" |
| Armor | 5 |
| Skill | 1d6+1 |
| Specialty | BioMechanikal Ability |
| Ratio | 1 per 5 Robots or Droids |
| Cost | 10 CP |

9.2.2 Setvian Troopers

Setvians tend to use a lot more SpaceDroids than other Civilizations. They produce them for only 6 points, and there is no ratio limit of troops to SpaceDroids. WorkDroids cost 3 points and have the same stats as SpaceSlaves, except that like all droids they get confused without humans nearby to tell them what to do. Setvian SpaceDroids are represented by black and red robot minifigs with clear helmets. WorkDroids are built from scratch, with no minifig parts.

While the Servians have Medix and Mechanix like all the other Civilizations, their extensive research into Robotix has allowed them to create a new type of battlefield technician that combines the skills of both: the Cybernetik. A Cybernetik might repair a damaged steering system by replacing it with the head of a fallen SpacePilot, or help a wounded SpaceHero by replacing his legs with a propeller. They take special pride in finding the most ridiculous and unlikely combinations possible.

Specialty: BioMechanical Ability (+4 CP)

Cybernetix have all the abilities of normal Mechanix, except that when they are repairing or rebuilding vehicles, they can use minifig parts for spare parts. In addition to their single tool, they may be assisted by one or two WorkDroids, who each add 1d6 to all repair rolls. Also, when rolling to see if they can build a new device from debris, they roll 1d6+1 instead of 1d6. (If a Cybernetik uses enough biological parts when creating a new device, then the result is a Cyborg – see below.)

When acting as Medix, Cybernetix make their roll to save the patient as usual but must replace at least one wounded limb with a robotic part. These will usually work just like the originals, but if a Cybernetik is strapped for spare parts he might use something totally inappropriate, like a 2x3 Brik to replace a SpaceTrooper's legs. Obviously, that SpaceTrooper is going to spend the rest of the battle in one place, unless other SpaceTroopers carry him around.

Cybernetix can carry computers around with them in Cybernetik-Carts. Computers only cost one point each; they are so common on Setvia that they are used as doorstops and birdcage liners. If a Cybernetik needs to replace a SpaceTrooper's wounded head, he has to use a computer to do it. He may also build a computer into a vehicle. The minifig or vehicle will now have Skill 1d6-1, and need to have friendly humans within 5" to tell them what to do. Enemy minifig corpses can be turned into loyal android slaves in this manner. As usual, enemies gain control of the computers if they can gain access to them for a full turn.

Occasionally, a Cybernetik's hard work produces something that is not really either a minifig or a vehicle. For instance, you might see a 2x4 Brik with two pairs of legs, a Mk2 Laser and a short column topped by a human head. This is a Cyborg (or "Giger" in Setvian). Cyborgs move 5" a turn, have an AV of 1d10, and a Skill of 1d6-1. These pathetic miscreants are usually scrapped for spare parts when the battle ends.

A Cybernetik is represented by a red-and-white minifig with the symbol of the Twin Volcanoes on his chest.

9.2.3 Setvian Combat

Setvian combat strategy is centered around a small number of large 'Capital Robots' which are surrounded by defensive clouds of lesser troops, vehicles, and Robots. These Capital Robots work as mobile command centers, using their impressive firepower to reduce large targets to rubble quickly, while their defensive clouds mop up attacking enemy units.

Setvia's enemies envy its valuable mineral-rich planets, and the Setvians are often called on to defend their volcanic colony worlds. Streams and pools of molten lava are often arranged in defensive rings around Setvian bases. Terrain is barren and rough, and there are always plenty of rocks and boulders around. Setvian bases usually employ some form of Mass Driver to launch rocks all over the landscape. The ground is considered to have AV of 3d10; anything striking the ground with enough force to break the surface will cause a 3d10 fumarole explosion, sending molten lava everywhere. Molten lava is represented by red Brix that flow downhill at one inch per turn. Anything that touches molten lava takes 5d6 of Fire Damage, so watch out!

9.3 Meikon, the Blue Federation

Early in the Galactic War, three of the wussier StarShip Civilizations were paying the price for their pansyitude. They kept attempting to use diplomacy and promote the interests of culture and peace, and as a result they were repeatedly taken advantage of and stabbed in the back by the other Civilizations. Rather than learn from their inexcusable mistakes, they all withdrew to distant corners of the galaxy to nurse their wounds and reflect on the unfairness of it all. By a long coincidence, they all happened to retreat to the same area. After some quick negotiation, they decided that since they were all in the same situation, and since their coats of arms all happened to be the same shade of blue, they should team up and form a Federation. They named the Federation after the heroic martyr Meiko, who died trying to promote diplomacy and rule of law among the warring Civilizations.

Since that day, the Meikon Civilization gained steadily in power and influence. Besides the resources of their three founding StarShips, they are frequently joined by colonies abandoned by or revolting against one of the other more oppressive Civilizations. The Meikons have repaired their original StarShips, and even built a fourth, in addition to numerous colonies and CityShips. In their area of the galaxy, the Setvians are the only Civilization that can compare with them in terms of power, resources, and territory.

The Meikons' military expansion is frustrated by their desire to always behave fairly and in a culturally sophisticated manner. The Meikon House of Congress rarely authorizes hostile military action, and in any case the Meikon forces are usually bogged down in police actions, trying to maintain law and order throughout their section of the galaxy. In battle they rely heavily on well-established bases and medium- to large-sized vehicles. Their strategic emphasis is on maintaining defensible positions and drawing their enemies into the range of their defensive weapon emplacements.

9.3.1 Meikon Technology

Although the Meikon Civilization has no special unique technologies, it has taken regular technologies to new and fantastic heights. Dozens of their SpaceShips have grown to the size of large cities, and they tend to use the most powerful and sophisticated weapons and vehicles available. Meikon Bases can built and mount Siege Weapons that normally would not be available until TL6.

In offensive operations, Meikons can make one of their Class VI Enormous Treaded Vehicles into a mobile base. This mobile command center is used to transport troops and small vehicles, in addition to wielding TL6 Siege Weapons (other Meikon vehicles are limited to TL5). SickBays and Mechanix' Workshops can be added for 15 points and -5" Move. Like bases, they must have at least one computer bank (the first one is free).

9.3.2 Meikon Troopers

Meikon generals prefer sending in a few SpaceHeroes and heavily-armed tanks to sending in a whole slew of normal SpaceTroopers and battle buggies. They sometimes choose to ignore troop ratios for special missions. They always try to capture enemy facilities and vehicles rather than destroy them. With that in mind, a special division of SpaceTroopers was developed: the Blue Berets.

The final training exercise of the Meikon Blue Berets involves being released in the hard vacuum of space with nothing but SpaceArmor, a Magnetic Parachute, and a special golden bowie knife. They are then expected to reach the nearest planet and survive for two months in its Green Thing-infested jungles, while making their way to an active volcano. (They aren't told that the volcano is patrolled by homicidal SpaceDroids.) They must get to the top of the volcano and wait up to a week for the automated rescue ship to arrive. Fatality rates are high, but the SpaceTroopers who manage to repair the rescue ship after it crashes into the lake of molten lava and use it to escape the planet are the most resourceful and battle-hardened veterans of any Civilization.

Commandos are specially trained in base assault, stealth, first aid and field repair. They carry the Meikon Survival Knife, which is a small shiny gold knife that contains 5" of rope and a noiseproofed grappling hook, a first aid kit, a mini-Mechanik-toolset, an electronic scrambler, a silencer, three days of emergency rations, and a collapsible tent.

The Commando's specialty is infiltration. If he has any cover whatsoever, he is invisible to his enemies. Ideally, a squad of Commandos can kill everyone in a base without any of them ever realizing they are under attack. They gain access to the base by climbing over the walls with their ropes, or using their electronic scrambler to open the door. Every turn that a Commando uses his scrambler on a door, roll 1d6. A 5 or above

Table 9.3
Meikon Commando

| <i>Infiltration specialist and one-man army</i> | |
|---|-------------------------------|
| Classification | Meikon Commando or Blue Beret |
| Move | 7" |
| Armor | 1d6+3 |
| Skill | 2d6-1 |
| Specialty | Survival Training Stealth |
| Ratio | 1 per 5 Troops |
| Cost | 14 CP |

opens the door, while a 1 activates the base alarm. Additional Commandos add 1 to this roll, but a die roll of 1 still activates the alarm.

Specialty: Survival Training (+3 CP)

Commandos rarely have field support in their operations, so they are trained to take care of vehicle repair and first aid on their own. When attempting to do field vehicle repair, treat them like *Mechanix* except that instead of rolling 1d6 for every tool and adding 5, roll 1d6-1 for every Commando helping and add 4. (Commandos cannot build new vehicles from debris, but they can use mechanical debris to augment existing vehicles.) When using first aid, treat Commandos like *Medix*, except that instead of getting 5 or higher on a 1d10, they have to get 4 or higher on a 1d6. Additional Commandos add 1 to this roll. A Commando can attempt to give himself first aid on the first turn after he goes down, but he rolls 1d6-1.

Commandos are normal *SpaceTroopers* with blue berets and little gold knives. They are often given *Magnetic Parachutes* and dropped into battle by *Flyers* or launched by *Mass Drivers*. They prefer to carry a *Gyro Rifle*, which they put a silencer on and use as a sniper weapon.

9.3.3 Meikon Combat

Because the Meikon colonies and *CityShips* are major centers of interstellar commerce, it is very easy to smuggle spies, saboteurs, and paramilitary death squads into them. Most of the battles the Meikons get into involve defending a military installation in the middle of dense city terrain. Naturally, lots of *Normal People* and *Normal Buildings* get thrashed in the crossfire.

Usually, the Meikon forces will be taken by surprise when they are attacked, and won't be at full defensive strength. They do have the option of calling in reinforcements. If the Meikon player wants to spend some of his points on reinforcements, they arrive six turns after any Meikon troop triggers an alarm, and they only cost half their normal point cost. If he wants a second wave that arrives twelve turns after the first alarm, they cost one-third their normal point cost. Reinforcements can enter from any edge of the battlefield.

When Meikons attack other civilizations, they try to bring in one *Mobile Command Center*, an *Enormous-class* vehicle to serve as a command post. Squads of *SpaceTroopers* establish a defensive perimeter while *Engineers* and *Supply Trucks* with prefabricated parts are deployed to create defensive walls, bunkers, weapon turrets, watch towers, and a *Mass Driver*. (Prefabricated Base walls cost one-half as much as the base they are designed to build. *Siege Weapons* to mount on the new base cost normal price.) Once the base is complete, the Meikons use the *Mass Driver* to launch paratrooper *Commandos* behind enemy lines while the *SpaceTrooper* squads make a full frontal attack. Hopefully, the *Commandos* can capture enough enemy equipment to render the defending enemy troops ineffective.

9.4 Aennri, the Green Autocracy

The Aennri Civilization does not figure greatly in most interstellar wars. Their primary desire is to be left alone. Their *StarShip* has been either hidden or destroyed, and they hide their colonies on forest and jungle worlds, using an advanced stealth technology to hide themselves from enemy scanners.

The Aennri have an almost supernatural ability to blend in with their natural surroundings. Their bases are indistinguishable from rocks and trees. In battle, they use *BoobyTraps* and hit-and-fade ambushes to divide enemy forces, cut them off from supplies and reinforcements, and whittle away at their numbers.

9.4.1 Aennri Encampments

The Aennri do not tend to use large-scale advanced technology, because large energy signals cannot be hidden by their stealth devices. For the most part, their *Bases* are hidden caves tunneled into the sides of mountains or thick tree trunks, or web-like arrangements of ropes and bridges in the tops of trees. (Ropes, bridges, and ladders are free; treetop platforms are bought at normal building costs.) Occasionally they build bases in the

bottoms of lakes. Enemy forces will not discover Aennri Bases unless they actually see an Aennri troop using one of the secret entrances. This is difficult: if the Aennrienne is not in an enemy's line of vision, not within 5", or has any sort of cover, the Aennrienne is effectively invisible. (The 5" rule does not apply in open terrain, so Aennriennes always place their bases in forests or jungles.)

Aennri forests are littered with hiding places such as hollow trees and camouflaged foxholes. A designated Aennri hiding place costs three points. An Aennrienne hiding in such a spot is absolutely invisible to enemies. The hiding place is revealed if an enemy directly sees an Aennrienne entering or exiting it. Enemies can then attack the hiding spot, which usually has an AV of 1d10.

Rather than large siege weapon emplacements, Aennriennes' main defenses consist of dozens of vicious BoobyTraps. Aennriennes are too smart to get caught by their own traps, except on purpose in extreme circumstances (such as setting off the volcano under their base when hopelessly outnumbered and surrounded). Aennri BoobyTraps are invisible until they activate. They are considered Exceptional Landscape Features (or ELFs), so their point costs vary wildly. The rules for creating custom Siege Close Combat weapons work well for designing BoobyTraps. For mechanical traps (like beartraps, covered pits, etc.) add one point to this cost. For traps that require energy sources (like explosives set off by laser tripwires), add 3 points for stealth coating. For traps that require computer control (like a computer-targeted sniper rifle turret hidden under a rock), add 5 points. Most traps will have 1d10 AV and 1d6 Skill.

Very rarely, an Aennri base will have a large Siege Weapon mounted nearby. There is no way to hide such a large power source from enemy scanners, so you can be sure it will be surrounded by lots of BoobyTraps. It is always placed some distance from the Base, so as not to give away the Base location.

9.4.2 Aennri Troopers

Aennri troops must take constant advantage of their stealth and cunning to survive in battle, because of the limits on their armament. All Aennri troops have -1 AV, which they have to sacrifice for their stealth devices. They have -1 skill for any post-medieval weapon (like Gyro Rifles and ChainSaws) but +1 close combat bonus. Consequently, Aennriennes spend most of their time ducking in and out of hiding spots and ambushes rather than engaging in head-on fighting.

An Aennrienne's location is revealed if he discharges an energy weapon, or moves with a rifle or any weapon whose damage rating is measured in d10's. In some cases this may reveal the location of a base or hiding place. Aennriennes try to avoid that whenever possible.

Troop ratio requirements are doubled for all Aennri troops. Aennri armies are often composed entirely of SpaceTroopers (who, like all Aennri troops, wear RobinHood hats) and Belligerent Medieval People. Space-Heroes are rare, and Mechanix and SpaceDroids are unheard of. Space-Drivers are unnecessary because Aennri vehicles don't get any larger than horse-drawn carts and almost never have any Siege Weapons. Their one special troop type is the SpaceTinker.

The Aennri SpaceTinker is part special-effects technician, part sadistic landscaper. His deathtraps are not only carefully arranged to destroy enemy troop cohesion, but to create a beautiful aesthetic whole. He might create a fairytale scene by planting a vibrant bed of wildflowers beside a charming rustic stone bridge crossing a placid stream. The wildflowers hide a covered spiked pit, there is a computer-guided impact pistol mounted under the bridge, between the bridge foundations which are designed to collapse and detonate. The stream is lined with razor tripwires that set off a flash flood and release the SpaceAlligators.

Specialty: Defensive Landscaping (+2 CP)

SpaceTinkers must carry around one tool to build and repair their traps. They come equipped with pockets full of electronic eyes, pressure sensors, and tripwires. A SpaceTinker can automatically reset a trap that has gone

Table 9.4
Aennri SpaceTinker

| | |
|---|-----------------------|
| <i>Sneaky underhanded anti-infantry mechanist</i> | |
| Classification | Aennri SpaceTinker |
| Move | 5" |
| Armor | 4 |
| Skill | 1d6 |
| Specialty | Defensive Landscaping |
| Ratio | 1 per 5 Troops |
| Cost | 6 CP |

off and is undamaged, but more complicated tasks require die rolls. If a SpaceTinker is trying to repair a trap that has been destroyed, he rolls 1d6. On a 5 or more, he can repair the trap completely, or salvage all the parts. On a 3 or more, he can salvage half the parts (his choice). A 1 or 2 means all the parts are broken and useless.

A SpaceTinker can also create new traps in the heat of battle. This takes a whole turn. An attempt to create a new trap entirely out of available spare parts succeeds on a 3 or more on 1d6. He can include parts of the landscape with his traps, like rigging trees to fall or bridges to collapse. Common sense must be employed to decide whether or not a SpaceTinker is actually capable of creating a given trap. For instance, he might want to rig a cliffside to collapse, but he must have some reasonable method of loosening the solid rock.

A SpaceTinker may attach Stealth Computers (2 points each) to his traps. The SCs are represented by 1x2 flats with computer consoles printed on them. A trap with an SC on it can be activated whenever the Aennri player wants. Otherwise, the SpaceTinker must create a 'trigger' to set off his trap. This might be a tripwire, pressure plate, or electronic eye. When an enemy unwittingly activates the trigger, a roll of 3 or more on a 1d6 means the trap has activated. Some traps don't require a die roll. For instance, a covered pit always activates when a SpaceTrooper steps on it. For most mechanical traps, it will be pretty easy to see whether the SpaceTrooper then takes damage. For instance, if you've built a big log with spikes sticking out that swings down from above, just swing the log down and see if it hits the minifig.

Finally, SpaceTinkers have all the skills you'd expect of an all-purpose handyman. Due to the primitive nature of Aennri Bases and vehicles, SpaceTinkers can work on them as if he were a Technik or a Mechanik (usually all it requires is a little carpentry). He can't work with the more modern Bases and vehicles of other Civilizations.

A SpaceTinker is represented by a green minifig with a hood, wearing a basket on his back to carry Stealth Computers and spare parts.

9.4.3 Aennri Skirmishes

Running raids on Aennri bases is a lot of fun, but it can also be difficult to play. Both players must be able to agree quickly on point costs for random traps and vaguely-defined bases, and be willing to fudge on which Aennri troops are really "visible." The raiding player must be able to pretend that he really doesn't see all those traps and ambushes. This has the potential to raise a lot of arguments over nitpicking details. If you and your opponent find yourself in the occasional dispute, try settling it with a die roll. If you are arguing all the time, you should probably try playing a civilization other than Aennri.

Armies that attack the Aennri are going to want to use a lot of Explosives, since the AreaEffect damage will often destroy the units and traps you can't detect. It's also a lot of fun to start setting trees on fire and watch the Aennriennes run around with FireExtinguishers trying to contain the fire while still staying hidden.

Aennri battles work best if you can create a truly enormous forest landscape - the more complex, the better. Mountains, valleys, rivers, rockslides, castle ruins, and medieval cities all add to this scenario. Try to make the landscape as uneven as possible, with rocky cliffs and rolling hills, and remember to use lots and lots of trees and shrubs.

9.5 Kirsiti, the White Knights

Even before the beginning of the Galactic War, the Kirsiti Dictatorship was on the brink of collapse. Graft and corruption were ubiquitous in every level of the bureaucracy. When they were suddenly caught up in the first wave of rabid inter-Civilization hostility, the command administration fell apart completely. While the StarShip drifted out into the uncharted space between galactic arms, a spiritual revolution was underway within its hull. By the time the StarShip drifted back into inhabited space, all corruption had been replaced by an obsession with fairness and friendly, efficient service to one another. Under the new, pure-white Kirsiti banner, the citizenry begin training in earnest to better serve their fellow SpacePeople, putting on the white uniforms of doctors, cooks, and Res-Q workers.

When they arrived among the inhabited planets, the Kirsiti began sending out missionaries in vast numbers, determined to put their ideal of excellent service to use. Almost immediately, all the Civilizations in the area sent a vast cooperative assault to destroy the Kirsiti StarShip. This rare alliance was made by the quick consensus between the Civilizations that the Kirsitians were too irritating to tolerate. Despite their sordid past, almost all Kirsiti citizens are militantly self-righteous, manufacturing and deliberately misinterpreting situations to showcase their moral superiority.

For this reason, only a very few of the Kirsiti citizens are humble enough to achieve the highest expression of excellent service. Those that do, begin to discover the amazing power that is the Farce - the mysterious energy that binds minifigs together. When one is ready to devote his or her life to the study of the Farce, he or she becomes a Kirsiti Knight, and wanders the galaxy rendering aid to all who need it. Because of their psychic powers granted by the Farce, and because their jet black eyes contrast so sharply against their crisp white uniforms, they are popularly known as the JetEye Knights.

Because the Kirsiti StarShip has been destroyed and its people scattered across the galaxy, Kirsitians rarely raise large armies to run around rendering friendly military service. When they get involved in big battles, it's usually just a few of them who were in the wrong place when two other Civilizations started shooting at each other. The closest they get to military action is when a group of JetEye Knights band together to liberate a planet oppressed by the Kraan Lords, an infestation of Green Things, or the unbearable aggravation of a band of marauding Timmys. More frequently, a JetEye will go into battle alone to end some local injustice.

9.5.1 Kirsiti Citizens

Citizens of Kirsiti have few possessions of any significant value, and as long as they keep their mouths shut, they have few enemies. As such, they have little use for combat-trained soldiers. They sometimes arrange rescue missions, sending detachments of Res-Q workers and Medix. Kirsiti Medix cost only five points and make all their Medikal rolls at +1.

The JetEye Knights are shining pinnacles of virtue and efficient, friendly service. Their fanatic devotion to these ideals often causes them to place themselves in the way of danger, or to spend days redoing other people's shoddy work. They can never use their powers for unprovoked aggression or in anger. Fortunately, they spend many decades of physical and philosophical training under a JetEye Master to prepare them for these difficult goals, and the Farce is their ally.

During their long years of study, meditation, and training, the JetEye initiate learns many things about the Farce:

- The Farce binds the universe together. Without the Farce, everything would fall apart into its blocky component parts.
- The Farce flows through every minifig. This is why they all have smiley faces.
- Adventure? Excitement? A JetEye fears not these things, but wars do not make one funny.
- We must unbuild what we have built.
- Luminous beings are we, not this crude ABS plastic.
- Construction, construction—you must learn construction.
- What is in the cave? Only what you build yourself.
- For the JetEye it is time to eat as well.
- Your father he is. Built you, did he?

... and so forth; the JetEye trainee is expected to memorize all of these platitudes and dozens more like them. Some make sense; most don't. In any given situation, he will be able to think of a platitude that applies.

A JetEye Knight can use any weapon or equipment, but prefers to rely on his LightSaber and the power of the Farce. The LightSaber is one of the most amazing weapons ever created. It should only be used by someone who is skilled in the Farce; amateurs usually get confused by the fact that it doesn't weigh anything and end up

cutting off their own limbs. The LightSaber is powerful enough to cut through the armor of many vehicles and buildings; rather than causing the vehicle to explode or blowing off a chunk of the wall, the LightSaber will cut neat little slices and holes.

Specialty: Use of the Farce (+17 CP)

If you are using the Supernatural Powers Rules Supplement, then your JetEye Knight has 3 points of Minor Aspect SP with the Philosophical Limitation that they can only be used in defense or in service to others, never in aggression or anger. A JetEye has an additional 2 points of SP which can only be used for Communicate/Know effects. If you are not using Supernatural Powers Rules, then just follow the guidelines below.

The Farce is supremely handy to the JetEye Knight. It makes him aware of everything that happens within 5": traps are made obvious, hidden doors exposed, spies in disguise are recognized, etc. Not even the most stealthy SpaceNinja could ever take a JetEye by surprise.

Also, it makes him very difficult to hit. Any time an enemy successfully hits the Knight, the Knight has a chance to use the Farce to dodge or parry the blow. Remember how much the enemy made his ToHit roll by. If the JetEye can beat that number with a Skill Roll, he dodges it. If he wants to parry the attack, he rolls against his LightSaber's UR of 2. If he makes his ToHit Roll by as much or more as his opponent, he successfully parries the attack. If his opponent fired an energy weapon, and the Knight makes his ToHit Roll by twice as much as his opponent's attack roll, he can aim the ricochet with a skill of 1d6. If his opponent was attacking with a close combat weapon, parrying it with a LightSaber will usually cut it in two. Successive dodges and parries in the same round incur cumulative -2 Skill penalties to the Knight; ganging up on a JetEye is usually the only way to defeat him. There is no limit to how many enemies can attack a JetEye Knight in the same turn.

A Knight can also use the Farce to telekinetically move objects. This ability has a range of 5". Objects float around as if a normal SpaceTrooper were carrying them. Floating a zero-weight object, like most kinds of equipment, incurs a -1 Skill penalty, minus however many inches are in the object's MovePenalty. An object weighing 1 Blok, such as a SpaceTrooper, incurs a -1d6 Skill penalty. A 2-Blok object incurs a -2d6 Skill penalty, so it is the most a normal Knight can levitate. He can use the Farce to throw an object with a skill of 1d6.

Finally, a Knight can perform one Ludicrous Feat per turn. These work just like Stupendous Feats, except that the Knight is using the Farce, so he can't perform a Ludicrous Feat in hostility or anger. Examples of Ludicrous Feats include:

- Convincing a BlitzTrooper that these are not the SpaceDroids he is looking for.
- JetEye-Jumping 20" straight up to escape the Plastic Freeze Chamber.
- Seeing visions of the future.
- Telepathically contacting friends and relatives.
- Finding lost CarKeys.

A JetEye Knight is usually represented by a loosely-dressed minifig in a brown cloak, or a white SpaceTrooper with a clear visor, but there is no real JetEye dress code. They can dress however they like, as long as their clothes are neat and clean. Every Knight comes equipped with a LightSaber.

Table 9.5
Kirsiti 'JetEye' Knight

| <i>Hypermoral student of the Farce</i> | |
|--|--|
| Classification | Kirsiti 'JetEye' Knight |
| Move | 8" |
| Armor | 1d6+4 |
| Skill | 2d6 |
| Specialty | Use of the Farce 1 Stupendous Feat per Turn |
| Ratio | 1 per 10 Troops |
| Cost | 30 CP |

9.5.2 Kirsiti Missions

Kirsitians are suited more for campaign play than battle scenarios. It's hard to get the points to add up unless the Kirsitians are only there in support of another civilization or some Wolfen Rebels. When the Kirsitians are working by themselves, it's best to ignore point totals and troop ratios. You'll often be sending in one or two JetEye Knights against a 200 or 300 point army. Obviously, you'll have trouble taking out entire armies with one or two Knights. Instead, you'll be trying to accomplish specific missions, such as infiltrating the Doom-Planetoid and dodging BlitzTroopers until you can engage Kraan Lord BeRator in a LightSaber duel.

9.6 Kraan, the Black Empire

Centuries ago, one of the most powerful of the JetEye Knights began to explore aspects of the Farce that had been avoided. He discovered a dark side to the Farce, called Sarcasm. Once he started down that dark path, he soon discovered that it would forever dominate his destiny. He didn't mind much, however, since his years of solitary study and reflection had made him bitter and weird. Since then, he has used Sarcasm and Derision to control the weak-minded and to unnaturally prolong his life, and has raised himself to the rulership of a vast and powerful Empire.

The sarcastic Emperor works tirelessly to consolidate his hold of the entire galaxy, and unite it under his vision of the Grand Derision. He has led other JetEyes down the Dark Path to become Kraan Dark Lords, who ruthlessly conquer colonies and systems with armies of BlitzTroopers and sinister psychic powers. Placing little to no value in the lives of those they conquer, they enslave many of them by turning them into HED Thralls, implanting Head Explosion Devices in their craniums that transmit the Dark Lords' psychik commands and detonate the disobedient.

In battle, the Dark Lords will begin by sending in an armored air transport full of BlitzTroopers to secure a landing site for the Dark Lords. Automated HeadHugger droids are released to enslave all the Normal People in the area, who are then used as human buffer zones between the Dark Lords and their enemies. If there are no Dark Lords present, battle proceeds in a more traditional manner.

9.6.1 The Kraan Legions

Normal Kraan war technology is fairly standard. Kraan battle philosophy involves strict uniformity, absolute discipline, and overpowering numbers of low-level troops and vehicles. Their SpaceTroopers are called BlitzTroopers, and wear white SpaceArmor. Their SpaceDrivers are NavalTroopers, and wear black SpaceArmor. There are no Heroes or Champions or other troublemaking types, because the Dark Lords prefer that their soldiers be weak-minded and easy to control.

Dark Lords are much more suited to battle than their JetEye counterparts, since their dark nature lends itself easily to aggression and deceit. However, a Dark Lord does not suffer the presence of other Dark Lords gladly, so there is usually only one per battle. In rare cases, a number of Dark Lords may be forced to work together if they are in the service of a single extremely powerful Dark Lord.

Table 9.6
Kraan Dark Lord

| <i>Seething contemptuous vindictive badass</i> | |
|--|--|
| Classification | Kraan Dark Lord |
| Move | 6" |
| Armor | 1d6+4 |
| Skill | 2dd6 |
| Specialty | DarkSide Power 1 Stupendous Feat per Turn |
| Ratio | 1 per Battle |
| Cost | 35 CP +10 CP per additional 1d6 skill |

Table 9.7
Kraan HeadHugger Droid

| <i>Biomechanikal HED implantation unit</i> | |
|--|------------------------|
| Classification | Kraan HeadHugger Droid |
| Move | 6" |
| Armor | 1d6-1 |
| Skill | 1d6 |
| Specialty | HED Implantation |
| Ratio | 1 per 4 Troops |
| Cost | 4 CP |

A Dark Lord has the same abilities with the LightSaber and the Farce as a JetEye Knight (they sometimes choose to wield DarkSabers instead), but his Skill rating is often significantly higher. He does not suffer from the philosophical limitations of the JetEyes, and uses the Farce to mock and humiliate his enemies. Whenever a Dark Lord attempts to parry or dodge an enemy attack, and his skill roll is twice the number the enemy made his attack roll by, the Dark Lord mocks his opponent's strength by blocking the attack with his hand or butt or otherwise signifying his absolute lack of respect for the attack. Dark Lords also have the ability to perform one Dark Feat per turn, which are also mostly used for the purposes of humiliation. ('What's the matter? Have you forgotten how to breathe? Do you find your lack of respiration disturbing?')

In addition to powers similar to the Knights', Dark Lords have the ability to send telepathic commands to anyone with a Head Explosion Device planted in their skull. If the HED Thralls refuse a command or if the Dark Lord gets tired of their incessant whining, he may opt to detonate selected HEDs. This causes the Thralls' heads to burst in a 1d10 explosion.

Also, a Dark Lord may use the Farce to shoot lightning from his hands, up to 3" away. These lightning bolts use up Skill points, so shooting a lightning bolt that does 2d6 of damage will incur a -2d6 Skill penalty until the end of the Kraan player's next turn. Dark Lords use this skill very rarely, unless they somehow lose their LightSaber or need to jumpstart their DIE Fighter.

Dark Lords are represented by black SpaceTroopers with LightSabers. Most wear opaque black visors to hide their smiley faces from others; some wear scary masks or makeup.

HeadHugger Droids are frightening little biomechanical spiders. Their only purpose in life is to scuttle around, chase Normal People down, and jump on their heads (head-jumping is an attack with a UR of 3 and a range of 3"). Once they have jumped onto a minifig's head, they grip it tightly (with a grip Power of 2). After they have remained attached to a minifig's head for one full turn, they violate the victim's cranial integrity and plant a HED in the brain. They never run out of HEDs. They have no other combat abilities.

HeadHuggers can climb walls like spiders and make 4" leaps at no penalty. If doused or submerged in water, they short-circuit. Any motley collection of small black pieces will make a fine HeadHugger. A minifig with a HED installed is indicated by attaching a black cylinder to the top of his head. Normal People never resist the commands received through a HED; military troops may choose to resist at any time and let their heads be blown up.

9.6.2 Kraan Engagements

Kraan tacticians make up for blowing a lot of points on the Dark Lords by buying lots of cheap Blitz Troopers and lightly armed Small Flyers (usually DIE fighters). Kraan soldiers do not have a lot of initiative. Squad cohesion is very tight; members of a squad always try to stay within an inch or two of another member of the squad. Squads whose number has been reduced to less than five must try to join with another squad and bring their number up. Every soldier in a squad is identically equipped, and they try to maintain good formation. Blitz Trooper squads never take risks or perform maverick operations. They always try to maintain high standards of tactical discipline, always laying down cover fire and waiting for reinforcements or finding other good tactical excuses to be cowardly.

The Kraan have no allies, and will attack anyone, wherever they think they can exploit a weakness.

9.7 Rios, the Orange Conspiracy

What is now familiar to StarShip inhabitants as the most pervasive espionage franchise in the galaxy started as a typo in the Rios Civilization's HomePage on the Universal Unrestricted Uplink, (at "uuu.rios.civ", of course). This typo created a security hole in the Rios' computer network, and soon a disparate band of hackers, degenerates, punks, and losers had used the hole to carve out a secret private space for themselves on the Rios server. Calling themselves the Riotian Underground, they began using the Rios networks to store and trade pirated SpaceSoftWare, classified information, hacking techniques, conspiracy theories, and pictures of naked minifigs. It was almost two hundred years before one of them figured out the Rios Civilization had introduced the

security leak on purpose and had been monitoring and cultivating their little group since the very beginning. By now, they had grown into a huge online community of juvenile delinquents that was unwittingly supplying the Rios Civilization with all kinds of classified information. When the Rios leaders realized the jig was up, they recruited the whole group into their intelligence organization.

The new group's maverick and unconventional methods gained them surprising successes, and as time progressed their tattoos, neon-colored hair, multiple body piercings, and garishly mismatched clothes became the unlikely hallmarks of the Riotian secret agent. They were extremely popular with SpaceChildren ages eight to twelve, and somehow managed to continue their clandestine operations despite the publicity of their line of action figures, cartoon series, movies, and other licensing deals. Then one day, the Riotian Chairman of Intelligence and Marketing had the idea to turn the operation into a franchise.

Today, there is an Espionage "M" Us in almost every major colony. Besides Rios action figures, comic books, toy garrotes, and Do-It-Yourself SpyKit Juniors, customers can order any kind of classified information or any type of custom espionage against any target, and put the whole package on their charge card.

The Rios espionage agents are divided into two groups: the SpaceSpies, who dress in suits of clashing black, blue, and red, with sickly green visors, and the SpaceCouriers, who dress in black, blue, and white, with orange visors. SpaceCouriers are well liked and not usually involved in battles, but if they are, they bring enough firepower to guarantee that the package arrives on time. SpaceSpies are popular with the kids, but by authority figures they are not well liked at all. Rather than raw firepower, they depend on an array of gadgets carefully selected for the mission at hand to accomplish their objectives. SpaceSpies and SpaceCouriers often have to work together to accomplish more difficult missions and deliveries.

Riotians very rarely engage in open firefights. Their battle philosophy is "cut and run" - they always have an escape route prepared. Ideally, they try to get their agents away before the enemy knows that anything has gone wrong. When push comes to shove, their agents rely on misdirection and an array of gadgets and booby traps to buy themselves enough time to complete their mission and escape.

9.7.1 Riotian Gadgets

Riotians have no special ability in base or vehicle construction, but their personal equipment is among the most advanced in the galaxy. It is rumored that the special gadgets are all developed by a mysterious and reclusive genius known only as "F." These gadgets are the lifeblood of the Riotian espionage industry.

Riotian Gadgets

Holographic Disguise (Robot Claw) - 5 CP Disguises the bearer to look like any other minifig, as long as the bearer does not interact with any objects (except to walk on them) or make any attacks.

Holographic Decoy (Black Cylinder with Green Gem) - 5 CP Creates a holographic duplicate of the bearer, or any other minifig in sight, that is artificially intelligent and can walk or run around and talk to people, but can't interact with objects.

AntiGrav Pack (Brown Backpack) - 3 CP The wearer can hover around silently at 5" per turn, both horizontally and vertically.

Electronic ToolKit (1x2 'Computer' Flat) - 5 CP On a roll of 4 or more on 1d6, the user can disable an alarm unit, unlock a security door, tap a communication line, or otherwise override security devices. A roll of 1 sets off an alarm.

Grappling Hook Gun (Modified Pistol) - 3 CP Fires a powerful grappling claw and 10" of rope, allowing the bearer to climb tall buildings and swing across ravines. It has a UR of 2, and can winch the rope in or out in at 5" per turn.

High-Power Transponder (SuitCase) - 3 CP With one turn of setup, this suitcase can be converted into a transmitter, which can send encrypted messages light-years away. Digital photographs, secret documents, and other type of top secret information are smuggled out with this device.

Laser Sensor (Black Gem) - 1 CP This device will activate anything it is attached to when any minifig comes within 3". It is often used on Holographic Decoys, specialized Grenades, and early-warning devices.

Silenced Stun Modification (Green Gem) - 1 CP Any weapon modified with this gadget becomes a silenced Stun weapon doing the same amount of damage. Rather than killing or destroying its target, the weapon now suppresses neural and electrical activity. Use it on minifigs, vehicles, SpaceDroids, ComputerBanx, etc.

Miniature LaserTorch (SprayCan Top) - 4 CP This torch is used to cut through walls and panels. It takes a full turn to use, and does 1d10 per turn. This damage is cumulative over any number of turns, so if you stand around long enough you can cut through anything. Its range is 1", and it makes a 1" cut per turn. If used as a Close Combat weapon, its UR is 6.

There are lots of other underhanded gadgets you can make up, of course, like acid earrings, exploding cufflinks, and chainsaw shoes. These can be assigned point values however you like. Grenade modifications are usually free. Riotians love to use modified grenades like OilSlick Grenades, Neutron Grenades, Enormous Blok of Gelatin Grenades, Acid Grenades, Caltrop Shrapnel Grenades, Green Thing Grenades, etc. Gadgets are often mounted on their vehicles as well, like SmokeScreens, ColorChanging Paint, Amphibious Conversion, and so on.

Riotian Gadgets look like other, more innocent objects, so they don't raise much suspicion. However, if someone sees a minifig using the object for its illicit purposes, his cover is blown and he is identified as a Riotian Spy. Sometimes this means that he has to make a run for it before the SpacePolice arrive, and sometimes it means he'll be mobbed by drunken FratGuys who want to tell him how cool he is. Whatever it is, it's going to be bad, so don't let anyone see your units using their Gadgets.

9.7.2 Riotian Espionage

The Rios Intelligence Agency has all normal troop types, except that each one must be either a SpaceCourier or a SpaceSpy, or else the accounting programs get confused and they don't get their PayChex.

Riotians are often the third player in a BrikWars battle, using the confusion of open conflict to send SpaceSpies to infiltrate and steal secret documents, or sending SpaceCouriers to break through enemy lines and deliver a vital package. Two-player games with the Riotian SpaceSpies are sometimes more like one-player games, because if the SpaceSpies do their job right then the enemy will never know that they're there. When defending against SpaceSpies, almost any security device costs 2 points, such as security cameras, infrared detection beams, door locks, handprint identification, etc. Any security device that can do damage costs an additional 1 CP per 2 points of damage, and 1 CP per 2 points of Skill.

SpaceSpy missions are most entertaining in very large bases. Lots of stairs and elevators, and random rooms like laundry rooms, bathrooms, meat lockers, cubicle spaces, etc. give opportunities for tremendously entertaining espionage situations. Ideally, you should build some kind of mechanized processing plant, such as a DogFood packaging center or trash compactor / incinerator, with lots of conveyor belts and automated robot devices.

SpaceSpy franchises exist in most major cities, so no alarms go off if a uniformed SpaceSpy is walking around in broad daylight minding his own business. He only has to be careful and not get caught when he sneaks into a restricted area. Most importantly, SpaceSpies must have an exit plan, whether that means a specially hidden escape vehicle, packaging themselves up and having themselves delivered out by SpaceCouriers, or eating a SpaceCyanide tablet and seeing to it that their bodies are never found.

9.8 Pantus, the Grey Threat

The Pantus Civilization developed in an unsettling manner in its millennia of isolation from the rest of humankind. They fanatically follow the directives of Lord Pantus, a Blokhead with a strange ability to animate and control large Crawling Stones and Ominous Grey Pairs of Pants.

Lord Pantus rarely engages in battle personally, instead sending a subordinate Pants Lord to control the battle. The controller finds a defensible corner from which to direct his minions to victory. His safety always comes first, and so his Crawling Stones and Ominous Pants are often called upon to block enemy bullets with their bodies. Fortunately, they are nearly indestructible.

9.8.1 Pantlings

The citizens of Pantus are a spooky bunch, mechanistically going about their daily business without conversation or emotion. Their daily business consists mostly of quarrying stone and sewing pants. Pantus Normal People attack outsiders on sight, even if they have no weapons and no chance of doing any damage whatsoever. The only time they display any emotion is during their yearly dance production of Lord of the Pants, which always induces wild screaming ovations and dozens of encores. Pantling SpaceTroopers have stony dispositions and like to volunteer for suicide missions. There will only be one or two squads of Pantling SpaceTroopers in any given battle - most of the fighting will be done by Crawling Stones and Ominous Pants. Pantling vehicles are very rare, because Lord Pantus dislikes anything that moves faster than 5" per turn.

Pants Lords are the most exalted of Lord Pantus' underlings. He has given them the ability to control legions of Pants and Stones, in addition to their battle training. A Pants Lord is necessary to animate Crawling Stones and Ominous Pants. If all the Pants Lords in a battle are killed, all the Stones and Pants cease animation and become normal stones and pants. They can control as many Stones and Pants as they like, at whatever range.

A Pants Lord is represented by a gray minifig with a clear visor the funny helmet with air tubes. Often, they will stick black or white plumage on one or both sides of their helmet.

The Pantus Crawling Stones are frightening gray Blox that creep around the battlefield crushing things and animating lesser stones. They are very difficult to destroy, and often stack themselves into walls to defend more important Pantling troopers or installations. They can climb up and down walls and ceilings at normal speed.

Crawling Stones attack by falling off embankments onto their enemies or shoving them for 3d10 damage. Normally, if this beats the target's AV roll, all this does is push the target around, but the Stones try to eventually crush them against walls and rock formations, or other Stones. Whenever a Stone pushes its target into something, roll the 3d10 for damage. Next, roll the Stone's AV, the target's AV, and the AV of whatever the target is getting shoved into (if anything). If all AV rolls are higher than the damage roll, nothing happens. If not, the lowest roll falls victim to the push. This may mean it gets shoved around for 2", or it may be crushed for 3d10 damage. If the Stone is the loser, it means it pushed so hard that it crumbled itself.

Table 9.8
Pantling Pants Lord

| <i>Creepy psychic battlefield coordinator</i> | |
|---|--|
| Classification | Pantling Pants Lord |
| Move | 5" |
| Armor | 2d6+2 |
| Skill | 1d6 |
| Specialty | Pants Power |
| Ratio | 1 per 10 Stones or r paris of Pants |
| Cost | 10 CP |

Table 9.9
Pantling Crawling Stone

| <i>Creepy animated rock</i> | |
|-----------------------------|--|
| Classification | Pantling Crawling Stone |
| Move | 2" |
| Armor | 2d10+10 |
| Skill | 1d6 |
| Specialty | Inability to Manipulat Ob- jects Ability to Animate Normal Stones Spider Ability |
| Ratio | Troop |
| Cost | 3 CP |

Because they move so slowly, Crawling Stones have a hard time catching their enemies. Occasionally an overconfident enemy will try to escape by stepping on a Crawling Stone, but the Stone just adheres itself to them (with a grip of 2 Power), incurring a -1" Move penalty or stopping them altogether. To catch opponents, Stones usually have to gang up on them. Fortunately, they have the ability to increase their numbers. An original gray Crawling Stone (one that was brought into battle by a Pants Lord) can crawl onto any size normal Brik. After remaining in contact with that Brik for one full turn, the normal Brik is also animated, and has the same stats and abilities as the original Crawling Stone, except that it cannot animate other Brix. A Brik can be animated right out of a mortared wall or vehicle that it is a part of.

A Crawling Stone is represented by a gray Blok turned on its side or upside-down.

Pantling Ominous Grey Pairs of Pants strike terror in the hearts of all who behold them. Normal People scare their Normal Children with bedtime stories about the Ominous Grey Pants With Nobody Inside Them. These mysterious Pants could only have been forged in the darkest pits of evil. Obsessed with destruction, they stagger around battlefields kicking everything they see. But most terrifyingly, nothing but the will of a Pants Lord can move them. Even if a planetoid crashes into them, killing them, they stand in the same place unmoved.

Ominous Pants march around kicking everything they see: trees, vehicles, mountains, bases, cats, senior citizens, and so on. Their kick does 1d6 damage and has a UR of 2. They are very useful in battle as barricades, because of their powers of immobility. A dead pair of pants is just as immobile and indestructible as a live one. Pantus Prime would be buried in Pants corpses if the Pants Lords hadn't discovered a way to command dead pairs of Pants to detonate in a 2d10 explosion. (Don't walk too close to a dead pair of pants!)

Pairs of Pants can also be used to carry things. They have no ability to pick things up or put things down, but they are strong enough to carry anything someone else puts on top of them.

A pair of Ominous Pants is represented by a gray pair of pants with a black or gray 1 × 2 Brik on top. The Brik is removed when the Pants are killed.

Table 9.10
Pantling Ominous Gray Pair of Pants

| <i>Pantling Ominous Gray Pair of Pants</i> | |
|--|--|
| Classification | Pantling Ominous Gray Pair of Pants |
| Move | 4" |
| Armor | 1d10+5 |
| Skill | 1d6 |
| Specialty | Inability to Manipulate Objects PostMortem Detonation |
| Ratio | Troop |
| Cost | 3 CP |

9.8.2 Pantus Combat

The point of most Pantus battles are unclear to non-Pantlings. Not interested in mundane objectives like conquering new lands or destroying enemies, their goals are uncanny and strange. The Massacre of Raupill V came to an abrupt end when the Pantus forces found the frying pan they were looking for. The Pantlings fought the Three Battles of Anteron II in order to kill a certain brown horse. While their objectives are usually fairly innocuous, their methods are deadly. They will destroy anyone and anything that come between them and their target. Once they have achieved their mission, they fall back to protect the commanding Pants Lord's escape.

Part V: Campaign

10

Campaigning

10.1 Don't Try This at Home

For those of you that missed the warning in the introduction, let me repeat: the BrikWars universe is not particularly well suited to large-scale campaigning. There are no rules for maintaining economies on a Civilizational scale, or keeping track of imperial resources and conquered lands. Trying to keep a BrikWars campaign going involves a lot of flying by the seats of players' pants. It also involves some hasty scribbling of vague notes, and an absolute lack of any sense of propriety. Only an idiot would want to try campaigning (or God forbid, role-playing) with the BrikWars system. But, if you're determined to ignore this sage advice, here are the rules we fly by when we're going against our own better judgement.

10.2 The Campaign Universe

BrikWars campaign universes aren't very detailed. A gut feeling is usually good enough to tell how well a Civilization is doing. A Civilization that has just conquered five planets and quashed all incursions gets just as many points to spend in a battle as a Civilization that has lost three colonies to Awful Green Things. The difference is in what kind of battles they will be fighting: who will be moving to conquer who, and who will be running desperate raids to get the resources to stay alive.

Battles in a BrikWars campaign cause a couple of lasting effects. First, for every 100 points spent in a battle, there will be one 1d10 rolled at the end to improve Characters. These dice will be divided between the players depending on how well they do. In an utter rout, all the dice go to one player, but otherwise each player will get at least one. Secondly, any special objects obtained in a battle can be carried on to later battles. Finally, any important victories by a Civilization can be kept track of on your Things That Happened list, to keep a general sense of who has grudges against who.

10.2.1 Characters

If you don't try any other aspect of campaigning, you should at least keep track of a few Characters. Good Characters add personality and charm to otherwise senseless and brutal violence. (Not that there's anything wrong with senseless and brutal violence.)

Characters start out as normal minifigs (or occasionally Setvian Robots or other intelligent machines). They might be created as Characters, or they might just be an anonymous bystander in the right place at the right time who does something so stupendous that the player decides to make him a Character on the spot. Characters get no special bonuses right away; they just get a name and a personality. They eventually get the

opportunity to improve themselves, but usually they are killed off before they increase any stats by more than a point or two. That's the way it goes.

At the end of a battle, players divide up a certain number of 1d10s, for however many hundreds of points they spent in that battle. The way the dice are divided depends mostly on which player wins, and by how much. If a certain minifig had a particularly amazing performance, that should affect the dice allotment as well.

A player can then spend these dice to improve their Characters. The player rolls d10's against whatever stat he wants to improve. For instance, if a Character has an AV of $1d6 + 2$, a player must roll high enough on 1d10 to beat a roll on $1d6 + 2$. If he succeeds, the stat is increased by +1. +3's can be increased to an additional 1d6, and +5's can be increased to an additional 1d10. To increase very high stats, a player may need to spend more than one d10 at a time.

A Character may try to use d10's to improve other things. For instance, a Character who wants to gain one Stupendous Feat per turn must roll a 10 on a 1d10. Other odd abilities, such as Amazing Leaping Ability or Immense Lifting Power, can be assigned some number as agreed upon by the players, and then that number must be beaten on a 1d10.

A player should keep track of all his surviving Characters on paper (or in a computer file). The important things to write down are the Character's name, his troop type, and all his modified stats. To include old Characters in new battles, a player only has to spend the original point cost of the Character's troop type.

It is possible to base a Campaign around the actions of a few Characters rather than a Civilization. This ends up being less like miniatures wargaming and more like role-playing than BrikWars is really intended to be (unless one of those Characters happens to command a battalion of hardened troops), but some people go for that kind of thing. I won't try and explain this kind of degenerate behavior.

Don't get too attached to a Character - survival rates are pretty low on the BrikWars battlefields. If you're really determined to keep him alive, make sure you have an Ambulance, a SickBay, and a team of Medix on hand in any battle in which your Character is participating, and make sure you don't lose!

10.2.2 Objects

It is common in the BrikWars universe for someone to discover an unexpected object. A small percentage of these objects eventually prove to be useful. A much smaller percentage of those are so outstandingly stupendous that a number of Civilizations immediately send troops to fight over them. These objects range from the Enormous Golden Sword of Galdan Prime to the Holy Grail of Deneb II, each with its own special abilities.

Whichever minifig ends up with the special object automatically becomes a Character. The Character then carries the object with him into later battles, at no additional point cost. Make sure he doesn't lose it, or it might fall into enemy hands!

10.2.3 Empire

Trying to keep track of all the comings and goings in your Civilization would take a lot of paper and not do you a whole lot of good, so don't try it. But, you can keep notes on who you've angered lately, and whichever of your recent deeds are causing the Galactic Media to hound you. This will help you when you go through the absolutely unnecessary process of thinking of justifications for battles that you would probably be fighting anyway.

Some of your conquests will give you special options in later battles. For instance, Johar armies have limits on how many large weapons they can deploy in a single battle, but if they just made a successful raid on a Meikon heavy weapons factory, they can choose to use a bunch of their heavy weapon booty in their next battle. Take note when you capture special equipment or resources that would not normally be available to you.

You may also want to keep track of Things That Happen outside the day-to-day battles, like Civilizational treaties, natural disasters, new technological discoveries, or random political maneuvering. Keeping a vague sense of galactic history gives a campaign continuity, and a single event can start all kinds of ridiculous storylines. For instance, if the Kraan Empire develops a new superweapon, the Doom Planetoid, the Riotians are going to try and steal the schematics, and the Kirsitians are going to try and buy it from them and discover

the tactical weakness in the Executive Sewage Duct. But first the SpaceCouriers have to break through a Kraan blockade to deliver it - and so on. The scenarios that result from Things That Happen can be a lot more satisfying than regular battles.

Supplement SP: Supernatural Powers

In every age, there are those who have abilities that defy natural explanation. Some attribute their powers to arcane magical knowledge, inborn psychic ability, divine favor, access to higher dimensions, or affinity with the Farce. Others have gained their powers through mastery of a long-forgotten kung-fu style, a strange reaction to the rays of a yellow sun, or by complete coincidence and dumb luck. These individuals have an uncanny ability to alter and defy the laws of Physix as they wish.

Rather than come up with huge lists of prayers and spells, psychik abilities, super powers, and so on, all supernatural abilities have been lumped into a single generic, flexible system. It takes a little while to learn at first, so you may want to wait until you've been playing BrikWars for awhile before you introduce Super-Powered units into the game. However, once you get the hang of it, you'll find it's pretty intuitive.

A supernaturally powered unit measures its power by a SuperPower rating (SP). Usually, the supernatural unit will be a minifig. However, machines, animals, and even inanimate objects can occasionally have supernatural powers, through enchantment, possession, haunting, the channeling of divine power, alien technology, interdimensional manipulation, or some even more bizarre set of circumstances.

SuperPower points are generic, and can be used to create any supernatural effect. However, every Super-Powered unit is limited by its "aspect," which describes what kinds of effects the unit can use its SP points to create. One unit might be a Wizard of Fire Magik, using its SP points to create effects as if it were casting spells of fire. Another unit might be a Telekinetik, using SPs to create the effects of a person with powerful psionik abilities. A third unit might be a SuperHero, using its SPs to create the effects of a specific and listed set of super powers.

A unit's SP rating indicates the maximum number of SPs it can spend in a single turn to create supernatural effects. SPs cannot be 'used up' or 'saved up' to give a unit more or fewer SPs on a subsequent turn; nor can a unit 'build up' SPs over a number of turns to create a single devastating effect. A unit's SP rating does not change from turn to turn unless:

1. It is Exhausted or Stunned, in which case its SPs are halved (round down) until it recovers.
2. In reaction to an opponent's action, it uses SPs on the opponent's turn (i.e. to deflect an opponent's attack, or to hinder an opponent's movement), in which case those SPs are still considered to have been used on the unit's next turn.

SP.I Buying SP Points

The cost of an SP point depends on how many kinds of things for which the unit can use it. A unit may have separate sets of SP points for different groups of abilities. He may combine SPs from different groups for a single effect that fits into multiple groups.

Unlimited – 16 CP per SP

This unit can use its SPs in any way it chooses. Examples of this type of unit are an ArchMage, a Major Deity, any entity that is a part of the Queue Continuum, a clever ComputerProgrammer who has hacked into the mainframe controlling reality, etc. If a Player were somehow transported into the BrikWars world, he might discover that he had this kind of power over PBBs.

Major Aspect – 12 CP per SP

This unit's abilities belong to a definite genre, but it still has a wide range of options. Examples of this type of unit are Wizards who have mastered a group of spell types (i.e., all Elemental types, all types of Natural magik, etc.), a powerful Psychik with all types of Psionik abilities, or a Clerik whose Deity is all-powerful but has an obscure agenda.

Minor Aspect – 6 CP per SP

This unit belongs to a much more specific type. Examples of this type are a JetEye Knight, a Priest of the Machine God, a Ninja with anime abilities, a telepathic Snake Oracle, a Necromancer, an Earth Wizard, etc.

Indexed – 3 CP per SP

This unit's abilities have been specifically listed, and the unit can only use SPs for those abilities. There may be any number of abilities on this list, but most typically the list will cover four or five major abilities. Examples of this type of unit would be a normal SuperHero, a Wizard with only a few spells, etc.

Single Ability – 1 CP per SP

This unit may only use its SPs for a single ability, such as Calling Down Lightning Bolts, Flying at SuperSpeed, Telepathic Communication, or Causing Plants to Grow Extremely Fast.

SP I.I Limitations

You can make your SP points cheaper by setting specific limitations on the nature of their use. Each such limitation will reduce the cost per SP by 1. Don't go crazy with limitations, though – the point savings are limited as follows: maximum of 3 limitations for groups of Unlimited SPs, 2 for Major Aspect SPs, 1 for Minor Aspect SPs, and zero for Indexed or Single Ability SPs.

A Limitation lists a specific way in which the SPs cannot be used. The most common limitations are those associated with items from the list of Ways To Use SP Points (for instance, the Zero Range Limitation). Other examples include:

Philosophical Limitation

A unit with a Philosophical Limitation must follow a strict moral code or he cannot use his SPs (for example, a Clerik of Healing loses his abilities if he attacks another minifig; Captain Totalitarianism loses his abilities if he ever fails to act in opposition to democracy).

Limited Targets

A unit's SPs may only be effective against certain specific types of targets, or completely ineffective on some very common type of target, such as Anything Blue or Any Living Being.

You will undoubtedly think of other examples as you play.

A unit gets no point break for a Limitation that doesn't limit it in any way. For instance, a PyroKinetik would get no point break for the Cannot Move Objects limitation, because PyroKinetix already don't move objects, they just set them on fire. It would get a point break for the Zero Range limitation, however, since a PyroKinetik that can only ignite objects it is touching (or itself!) is far more limited than one that can toss fireballs over great distances.

SP.2 Ways to Use SP Points

When creating a supernatural effect, a number of aspects must be taken into account, including such things as range, area, duration, and damage. Each of these aspects is paid for separately, and then combined to create the effect. It will seem complicated at first, but you should get the hang of it fairly quickly.

When a unit tries to create a supernatural effect, it must decide in advance how many points it is going to spend – this can be risky, since all the die rolls involved make it impossible to predict how many points will be necessary to achieve a given effect. However, once you have decided on the total number of SPs you will spend on a given effect, you may roll each die and allocate each SP separately.

If you try for a certain effect and the die rolls don't come out the way you want – for instance, your Fire Mage creates a powerful explosion but gets such a high roll for Area of Effect and such a low roll for Range that he catches himself in the blast – that's the way it goes! Once you've rolled the dice it's too late to abort.

SP 2.1 Range / Area: 1 SP per 1d6 inches

A unit can use its powers to affect itself or something it is touching, but usually it will use its powers to affect targets some distance away. By spending points on Range and Area, it can cover this distance.

Range costs one SP per 1d6 inches, and works just as with ranged weapons. Normal modifiers apply as if the unit were making a ranged attack. However, the UR for this 'attack' is only 1, so unless there are some serious Skill Penalties the unit will almost always hit its target. It costs 1 extra SP to affect a target that is behind or inside some obstacle.

If the power affects only a single target, then the unit does not need to spend any SPs on Area. If the unit wants to target a larger area, then it will cost 1 SP per 1d6 inches of radius from the center of effect. If the effect is centered on the unit or on an object he is touching, then he will not need to spend any SPs on Range; otherwise, he will need to spend SPs on both Area and Range. Normally, if there is an object between a target and the center of an Area effect, then the object 'blocks' the effect and the target is spared. If you create an Area effect that cannot be 'blocked' in this way, then it costs 1 extra SP.

Example: An extremely powerful Pyrokinetik psychopath decides to spend 25 SP to set a large section of an apartment building on fire. Standing on the sidewalk in front of the building, he decides the best place for the fire is the middle of the fourteenth floor, 30 inches straight up and 10 inches sideways, or about 32" total. He buys 1d6" of Range at a time, and rolls 4, 2, 6, 5, 6, 3, 1, 4, and 5, bringing his Range to 36" and costing him 9 SP. Because he cannot see the target (it is inside the building somewhere), it costs an additional 1 SP, and he has a -5 Skill penalty to hit it. (The Skill penalty does not bother him since the building is large enough that he can afford to miss by a few inches.) He also wants the fire to affect a large section of the building, so he spends 4 SP to buy 4d6" of Area. He rolls 17 on 4d6, allowing the fire to burn everything within 17" of the center of effect. This is enough to engulf the entire fourteenth floor, as well as seven floors above and below the fourteenth floor – not bad for a day's work! Since he does not want the fire to be hindered by walls and floors, he spends 1 SP to keep the Area effect from being blocked. So far he has spent 15 SP, leaving him 10 SP to do 5d6 of Fire Damage over that area.

You can also use this power to add or subtract range or area of effect from a target, usually a weapon or explosive. To do this, you pay once for the range from the caster to the target, and then once for the amount of range/area the caster wants to add or subtract from the target.

Limitations:

1. Zero Range: A unit with this limitation can only target himself and objects he is touching.
2. Forced Range: The unit cannot target himself or any object he is touching. He must spend at least 1 SP on Range.
3. Zero Area: The unit's powers can only affect single targets, and cannot be used over an area.
4. Forced Area: The unit cannot affect single targets, and instead must always spend at least 1 SP on Area.
5. Always Blocked: The unit must have a line of sight on any target it attempts to affect. It cannot affect targets that are behind or inside any kind of obstacle. Area effects can always be 'blocked'.

SP 2.2 Duration: 1 SP per 1d6 turns

Most supernatural effects are fairly 'instant' (affecting only a single roll, attack, or turn), although their consequences may be more or less permanent. If a unit creates a continuing effect, then it will have to spend SPs to give the effect Duration.

When creating an 'instant' effect, you spend SP to buy different kinds of dice of things like Damage and Skill (usually 1 SP per 1d6). When creating an 'enduring' effect, however, you spend the same SP to buy individual points of these qualities (e.g., 1 SP per 1" of Range, 1 SP per +1 Power). 'Enduring' prices apply only to those supernatural qualities that will last for a number of turns, not those related to the initial creation of the enduring effect.

Example: An Enchanter wishes to enchant a sword being held by a warrior a few inches away. First, he pays the 'instant' price for Range (1 SP per 1d6" for the enchantment to reach the sword), and then the 'instant' price to give the enchantment however much Duration he wishes. He would then pay 'enduring' prices to add points of Skill and Damage to the sword (1 SP per +1 bonus to Skill or Damage). These bonuses would last until the Duration ran out.

For each target that is affected by an 'enduring' effect, set up a number of white Pips next to it to indicate how many d6's of Duration the effect on that target has. At the beginning of every turn thereafter, roll 1d6. If you roll a 1, remove one white Pip. When you remove the last Pip, the effect has ended.

When a target is the subject of one enduring effect, a second enduring supernatural effect will have no effect on the target if it interferes with the first in any way. If it does not interfere, then the second effect behaves as normal. Instant effects behave as normal, regardless of whether they interfere with any enduring effects in progress.

Counteracting an enduring effect is much cheaper than creating one. A unit can create an instant effect that directly targets an enduring effect, permanently destroying some of the enduring effect's effectiveness (but not affecting its duration) at only 'instant' SP cost. If a unit does not want his enduring effect to be counteracted, he can create an instant effect that directly counteracts his opponent's counteracting effect. Only the unit who created the original enduring effect can attempt to stop an opponent from counteracting it, and he must make this attempt right when his opponent attempts to counteract the original enduring effect. When protecting his enduring effect, the unit does not have to pay any SP for Range.

Example: An evil SuperComputer uses its ability to distort the laws of physics to accelerate the passage of time for its Cyborg minion, giving the robot an additional 10" of movement (cost: 10 SP) for 3d6 turns (cost: 3 SP, 13 SP total). A heroic Psychik is trying to defeat the Cyborg, but only has 3 SP after paying for Range to hit the Cyborg. He decides to counteract the speed boost, spending his 3 SP to subtract 3d6" from the Cyborg's 10" movement bonus. On his next turn, the Psychik tries to decrease the Cyborg's strength, decreasing its Power by 2 (2 SP) for 1d6 turns (1 SP, total of 3 SP). The SuperComputer would like to give the Cyborg an enduring Power boost, but this would interfere with the Psychik's effect. The SuperComputer must first spend SP to counteract the Power drain (1 SP per 1d6 Power).

In extremely rare cases, a unit may want to create effects with ‘negative’ duration, counteracting events that took place on earlier turns. Obviously, this kind of effect can be extremely disruptive, so players will want to severely limit the use of this kind of effect! Most often, such an effect will be used to resurrect fallen units, but other effects are possible among open-minded players. (For instance, there are rumors of a ‘BaleFire’ effect that negates a target’s past actions.) To create an effect with retroactive duration, pay 1 SP for each turn into the past the effect reaches.

Example: A Healer-Clerik arrives at the scene too late; the Trooper has died of his wounds. The Clerik lays his hands on the Trooper and tries to resurrect him. It has been two turns since the Trooper’s unfortunate death, so the Clerik pays 2 SP to heal the Trooper 2 turns in the past. To successfully resurrect the Trooper, the Clerik must heal more Damage than the Trooper’s Armor Value of 5. The Clerik spends 2 SP to heal 2d6 of Damage. He rolls 7; the Trooper is saved.

Limitation:

1. Zero Duration: The unit may only create ‘instant’ effects. It may not spend any points on Duration.

SP.2.3 Add/Subtract/Do Damage: 1 SP per 1d6 Damage or Stun Damage; 2 SP per 1d6 Fire Damage; 3 SP per 1d10 Explosion Damage

One of the most common uses of supernatural powers is to adjust damage levels, whether doing damage to a target, healing damage done to a target, increasing the damage of a normal attack, ‘armoring’ a target to resist damage, enhancing a weapon to be more damaging, etc.

Example: A Spirit Warrior is attacked by a venomous Death Horse. The Warrior wants to avoid killing the Death Horse, because this particular type of Death Horse bursts in a 3d10 acid explosion when it dies. Instead, the Warrior attacks the Horse with his spear, and spends 3 SP to add 3d6 of Stun Damage to the attack. He hopes that the damage from the spear is not enough to kill the Horse, but that the additional Stun Damage will be enough to disable the Horse long enough for him to make his escape.

Example: A SuperHeroine wants to clear a cafeteria that is full of enemy troops and nefarious cafeteria workers. However, she does not have enough time to shoot them all with super-energy blasts before they pull out shock rifles and gun her down. Instead, she picks up a nearby boulder and uses her super-energy to infuse the boulder with explosive power. When she throws the boulder into the cafeteria, she spends 9 points to give the boulder 3d10 Explosion Damage when it hits. This sends rock fragments, cafeteria tables, and mystery meat in every direction, maiming and scattering the troops and cafeteria workers.

Example: A squad of ArmyMen comes under heavy fire from a machine gun emplacement. Fortunately, the Chaplain is there with them, and he begins praying for divine protection. The entire squad is within 6” of the Chaplain, so he pays 2 SP to cover 2d6” of area (he rolls a 5 on the 2d6, extending protection to everyone but the squad mascot ‘Timmy’). He then pays 1 SP to add 1d6 to each unit’s Armor for that turn only. This is enough to save every member of the squad except Timmy, who gets cut into small bite-sized chunks.

Limitations:

1. Increase Damage Only: The unit may only use Damage SP to do harm. It may not heal, armor, or protect a target.
2. Decrease Damage Only: The unit may only use Damage SP to heal and prevent damage. It may not harm or attack a target, or make the target more damaging.

SP.2.4 Add/Subtract Skill: 1 SP per 1d6 Skill pts.

A unit can use SPs to modify the Skill of a unit or add a Skill modifier to an object, either for a single roll or for a number of turns. If a unit's Skill is changed, the new Skill value is used for all that unit's rolls. If an object receives a Skill modifier, then that modifier affects the Skill roll whenever a unit tries to make use of that object. A unit is not affected by the Skill modifier of an object it is holding unless it is making a Skill roll for an action that makes direct use of the object (e.g., a WoodCutter holding a +2 hatchet would not have +2 Skill when attempting to play the piano, but the +2 would apply when he chopped the piano into kindling).

Example: A BlitzTrooper is trying to perforate Fred the JetEye with sustained blaster fire. Fred decides that he would prefer to keep his personal porosity to a minimum, so he uses the Farce to reduce the BlitzTrooper's ability to aim. The next time the BlitzTrooper fires at Fred, Fred pays for Range, and then spends an additional 2 SP to reduce the BlitzTrooper's Skill by 2d6 for his Attack Roll. The BlitzTrooper's blaster shot misses Fred badly, and kills a nearby evil Imperial hot dog vendor.

A unit can give Skill to an inanimate object as an enduring effect, paying 1 SP per enduring Skill point. However, an animated object's Skill value must always have a random component, so remember that 1d6 is equivalent to 4 points (rounded up from 3½), and 2d6 is equivalent to 7 points. Thus, 1 SP buys 1d6–3 Skill, 2 SP buys 1d6–2 Skill, 3 SP buys 1d6–1 Skill, 4 SP buys 1d6 Skill, and so forth.

Example: A busy executive has an important business letter to type up, but unfortunately he has already given his secretary the day off. Fortunately, he has the unusual ability of animating small objects. Removing one of his expensive deerskin gloves, he spends 1 SP to give the glove 1" of Movement, and 1 SP to give the glove 1d6–3 Skill. He spends a final 3 SP on Duration so that the effect will last for 3d6 turns. After placing the glove on the typewriter, the glove takes dictation and types up the letter. On each of the following turns, the executive spends 2 SP per turn to give the glove 'instant' Skill boosts of 2d6, raising its Skill to 3d6-3 and greatly improving its typing speed and accuracy.

Limitation:

1. Cannot Modify Skill: The unit cannot use SPs to modify Skill in any way.

SP.2.5 Add/Subtract Movement: 1 SP per 1d6 inches

A unit can use SPs to add or subtract inches from the Movement rate of any moving object (such as a trooper or vehicle). The unit's type of motion remains the same – changing its Movement rating will not, for instance, change a ground unit into a flying unit. Every time a unit's Movement is doubled in this manner, the unit can make one additional attack per turn (i.e. one attack per turn at the unit's original Move, two attacks at twice original Move, three attacks at four times original Move, four at eight times Move, etc.).

Example: The Trice, a SuperHero of only minor importance, is on patrol in his home city when he comes across a citizen strolling in the park who is beginning to get a headache. The Trice knows he has little time to act, so he spends his 2 SP to give himself 2d6 inches of additional movement. Quickly, he runs to a local pharmacy and picks up a bottle of aspirin, spending his 2 SP every turn to maintain his extra 2d6 of speed. He runs back to the park and gives two aspirin to the strolling citizen, just in the nick of time!

A unit cannot use an 'instant' effect to animate an inanimate object; he must use an 'enduring' effect (buying Movement at the 'enduring' price of 1 SP per inch). For the duration of the effect, the 'animated' object is treated as a unit of the player who created the effect. An animated object can never have more than one attack per turn. Animated objects can only make attacks if they have also been given Power and Skill points.

Example: A maleficent Demon has been given the task of creating a terrible traffic jam in downtown New Blokton. Rather than spending SP to decrease the movement of individual cars to zero, he locates a group of

GarbageCans sitting next to the road on the curb. He quickly flies over to the group of GarbageCans, and summons evil spirits to possess the GarbageCans. After spending SP on Area to include all the GarbageCans in the Effect, he spends 2 SP on Duration and 5 SP on Movement to give each GarbageCan 5" of Movement for the next 2d6 turns. The wicked GarbageCans now begin their infernal work, wandering out into traffic and causing terrible accidents.

Limitation:

1. Cannot Modify Movement: The unit cannot use SPs to modify movement in any way.

SP.2.6 Add/Subtract Power: 1 SP per 1 Power pt.

A unit can add or subtract points from a unit's Power rating, or give Power bonuses to objects. A unit or object's Power rating can never be reduced below 1, unless the object's Power rating has been supernaturally augmented from a natural rating of zero.

Example: A Bushido Warrior finds his path blocked by a stone wall. The Warrior has no tolerance for this impediment, so he focuses his Chi to give himself immense strength. Spending 3 SP, he gives himself 3 additional points of Power, or 4 points total (the strength of four men). This allows him to tear the stones directly from the mortar, and to quickly make a hole large enough to pass through.

Example: It's the evil Necromancer's birthday, and as he blows out the candles, his servant Igor bursts out of the cake holding the master's favorite gift: a rotting corpse! The Necromancer is delighted, and decides to animate the corpse right away. He spends 5 SP to give the Zombie 2" of Movement, 1d6-2 Skill, and 1d6 Armor. He then spends 3 SP so the Zombie will stay animated for 3d6 turns. Finally, he spends 3 SP to give the Zombie a Power rating of 3, which allows the Zombie to toss the Necromancer up in the air and catch him again – the Necromancer's favorite game! Unfortunately, thanks to a couple of unlucky die rolls, the animation wears off sooner than expected, and the Zombie drops the Necromancer right on his pointy head.

Limitation:

1. Cannot Modify Power: The unit cannot use SPs to modify the Power rating of another unit or object.

SP.2.7 Move Object: 1 SP per 1d6b"

A unit who wishes to move objects supernaturally must spend SP to buy Blok-inches of acceleration or deceleration. If a Skill roll is called for (for instance, a unit is trying to hit enemy soldiers with flying debris), use the Skill rating of the unit creating the effect. When moving an object weighing less than one Blok, treat it as if it weighed one Blok.

Example: One of SuperFig's many powers is the ability to fly around at high speed. To do this, he spends 5 SP to buy 5d6 Blok-inches of acceleration. SuperFig weighs one Blok, so he can accelerate or decelerate his flight by 5d6 inches per turn, per turn. Today, however, he is carrying Doris Dane, ace reporter. Despite frequent dieting, she also weighs in at one Blok. When SuperFig flies around while carrying Doris, he is moving a total of 2 Blox of weight, so he can accelerate or decelerate his flight by $5d6 / 2$ (five dice divided by two) inches per turn, per turn.

Limitation:

1. Cannot Move Objects: The unit cannot use SPs to move objects.

SP.2.8 Communicate/Know: 1 SP

A unit can use SPs to transmit information from one place to another. He may transmit a message from himself to another unit, he may sense information from a distant point, or he may act as a conduit to transmit information from a distant point to another unit (in this case, he pays Range SPs for the distance from himself to each target separately). Regardless of the amount of information transmitted, it costs 1 SP to transmit information.

Example: The psychik Sergeant Jeff has been kidnapped and is being held prisoner in an enemy compound. However, his squad thinks that he has been killed and has decided to destroy the compound in revenge. As the missiles begin striking the compound, Jeff uses telepathy to let his squad leader know he's alive and to begin organizing a rescue attempt. After paying for Range between himself and the squad leader, Jeff pays 1 SP to initiate telepathic contact.

Example: Pete the JetEye is leading a Rebel supply convoy through an uncharted forest when he suddenly feels that he's being watched. He spends 4 Area SP to extend his senses 4d6" in every direction, and 1 SP to Know what is in that area. It turns out that the convoy is surrounded by a number of small, furry forest creatures who seem friendly despite carrying spears and bows and arrows. These furry creatures prove no match for the Rebels' blasters, and they are able to resume their journey after a brief firefight.

SP.2.9 Create/Uncreate Matter: 1 SP per Blok of weight

A unit can use SPs to create any object that it can instantly imagine. This limits the use of this power to fairly simple objects, such as a sword or a hammer, rather than more complicated objects with moving parts or electronics, such as a wristwatch or a laser rifle. A created object will exist only long enough for a single action, unless the unit spends SP to give the created object Duration. If the created object weighs less than 1 Blok, treat it as if it weighed 1 Blok.

A unit can use SPs to instantly uncreate matter that has been supernaturally created. It cannot uncreate naturally occurring matter unless it is some kind of god and has divine authority over that matter.

Example: Angelica 2000, a Space-age BodyGuard, has one outstanding advantage: the ability to create weapons and armor from pure energy that last only an instant. When she and her client are attacked by Ninja Assassins, spears, swords, and axes appear in her hands at the instant she swings or stabs at an opponent, or parries an opponent's attack. Each such action costs her 1 SP. Despite her skill, one of the Ninjas gets past her, throwing a knife directly at her client. The client is cowering two inches away from Angelica, so Angelica pays 1 SP for 1d6" of Range, and 1 SP to create a suit of Plate Armor on the client. Unfortunately, she rolls a 1 on the 1d6 for Range, so the PlateArmor appears a full inch away from the client, failing to intercept the deadly blade.

Example: Ralph the Earth Wizard is being chased by a fierce Ogre. Suddenly, a great chasm opens up in front of him, blocking his way! Quickly, he creates a stone bridge across the chasm. He spends 10 SP to Create 10 stone Blox in the form of a bridge. He does not have to spend any SP on Range because the bridge is created right under his feet. He spends an additional 1 SP to make the bridge last 1d6 turns, long enough for him to cross it and reach the other side. When the Ogre begins crossing the bridge, Ralph turns around and Uncreates the bridge for 10 SP. The Ogre finds that it is suddenly has nothing to stand on and falls into the chasm.

Limitation:

1. Cannot Create or Uncreate Matter: The unit cannot use SPs to create matter or to destroy supernaturally created matter.

SP.2.10 Create/Destroy Illusion: I SP

Rather than going to the trouble of actually creating matter, a unit may use SP to create illusions. The unit spends however many SP he wishes for Range and Area, and for 1 SP he can create an Illusion of whatever he wishes in that area. The Illusion cannot leave its area of effect.

The Illusion can only affect units that believe that it is real. This means buildings, vehicles, and robots cannot be affected by the Illusion (although a unit could create an Illusion that made it appear that a building or vehicle had been destroyed). Each time the Illusion attacks or is attacked by a combatant that believes in the Illusion, roll a contest of Skill between the combatant and the unit that created the Illusion (ties go to the combatant). If the combatant wins, then he 'disbelieves' the existence of the illusion and can no longer be affected by it, or by any similar illusions cast on later turns by the same unit. If a unit has an obvious reason to suspect that the illusion is not real, he has a +2 bonus to disbelieve the illusion. A unit may also attempt to disbelieve an Illusion whenever the Illusion tries to directly affect, confuse, or fool the unit. A unit may even be picked up, carried, or thrown by an Illusion, for as long as he believes in it. A unit can never believe in an Illusion that it has created.

Example: Jane the Illusionist has trapped Jack in a maze of stone walls that has no solution. The maze does not exist; it is an illusion extending for 10" in every direction around Jack. Jane follows closely behind Jack (two inches away) but uses the illusion to hide her presence. The cost of this illusion is 4 SP for 4d6" of Range and Area, and 1 SP to create the illusion, every turn. Jack is stumped for quite some time, until a Robot comes along. Since the Robot is a machine, the illusion has no effect on it, and the Robot walks right through the illusion walls to ask Jack why he is wandering around in circles. Jack quickly figures out that the maze is an illusion, and disbelieves its existence on the following turn.

Limitations:

1. Cannot Create Illusions: The unit may only produce 'real' effects, and cannot create illusions of any kind.
2. Illusions Only: The unit is not able to produce 'real' effects; all of its effects are illusions.

SP.2.11 Influence Thought: I SP per Influence point

A unit can use SP to hypnotize or control a living being. If the unit is trying to make the target take an action that it wouldn't mind taking anyway (such as convincing a dog to eat a doughnut or a lazy security guard to doze off momentarily), this costs only 1 SP (in addition to considerations of Range and Area). More often, a unit will be trying to make a target do something it does not want to do. In this case, the target attempts to resist.

A unit attempting to influence a resisting target must buy Influence points, at 1 SP per point. The target will make a Skill roll against those Influence points. If his Skill roll is equal to or higher than the number of Influence points, then he has successfully resisted the foreign impulse and can go about his business. Otherwise, he must take whatever action the supernatural unit commands. The unit can spend SP on Duration, to control a target for an extended period, but the target resists each action separately. If he successfully resists a single command, the control is broken and the duration ends immediately.

Some commands are easier to resist than others. An action the target might have taken anyway is not resisted. Causing a target to refrain from taking an action that it wants to take, is resisted as normal. An action that the unit would not normally have taken, but involves no danger to anyone or anything, is resisted as normal. An action that endangers people or objects that the target does not care about is resisted with a +1 bonus to the target's Skill roll. An action that endangers people or objects that the target does care about is resisted at +2. An action that endangers the target itself, or will almost certainly kill people or destroy objects that the target cares about, is resisted at +3. An action that will almost certainly kill the target itself is resisted at +4. Regardless of how powerful an Influence is, a unit can always successfully resist if he rolls an Automatic Success on his Skill Roll.

Example: Ubi-Doob Shinubi is out joyriding in a DirtSpeeder with some friends when he is pulled over by an Imperial BlitzTrooper. The BlitzTroopers are conducting a planet-wide search for some stolen Robots, which happen to be sitting in the back seat of the DirtSpeeder. Ubi-Doob uses the power of the Farce to convince the BlitzTrooper that these are not the droids he is looking for. He spends 1 SP for the Range between himself and the BlitzTrooper, and 4 SP on Influence points. The Trooper attempts to resist this suggestion with his Skill of 1d6. He rolls low and fails to resist. Ubi-Doob then uses the Farce to convince the Trooper to send them on their way before he changes his mind. This is much easier, since the Trooper might have done that anyway: Ubi-Doob spends one SP on Range and 1 SP on Influence, and succeeds automatically. However, his passengers are so impressed with Ubi-Doob's abilities of persuasion that they convince him to go back and keep playing with the BlitzTrooper, making him stand on his head, bark like a dog, and hop around like a kangaroo.

A unit can use SP to resist the Influence of another unit. If he is trying to help another unit resist an outside Influence, it costs 1 SP per +1 to that unit's Skill when it rolls to resist the Influence. If he is trying to resist being Influenced himself, each SP spent adds +2 to his resistance roll.

Limitations:

1. Cannot Influence: The unit cannot use SPs to Influence others or to resist others' Influence.

SP.2.12 Portal: 1 SP per Blok of weight

A unit can use SP to teleport objects from one place to another, or to create a Portal from one location to another. The unit must first pay SP for the Range between himself and the starting point, and between himself and the destination point. If he is creating a Portal with Duration, he must pay Area SP for the size of the Portal. He then pays Portal SP to pay for the maximum mass that can be transported in one turn.

Example: The absent-minded Marvin the Magician has wandered out into traffic, directly into the path of a speeding motorcycle! Fortunately, he notices the motorcycle just in time. Rather than teleporting himself to safety, Marvin decides to teleport the motorcycle and its rider. When the motorcycle is one inch in front of Marvin, Marvin teleports it to one inch behind himself. He pays 1 SP for the Range from himself to the starting point (1"), and 1 SP for the distance between himself and the destination point (1"). He then pays 3 SP for the mass of the motorcycle and its driver (3 Blox total), for a total cost of 4 SP. The motorcycle is successfully teleported safely to the other side of Marvin, and continues zipping along in the same direction at the same speed. However, the driver of the motorcycle is so surprised and confused that he fails his Piloting roll and drops the bike into a large bush.

If a unit teleports a moving object, the object continues moving at the same speed and in the same direction wherever it arrives. If the unit would like to change the speed of the teleported object in transit, he must pay Add/Subtract Movement SP (at 1 SP per 1d6").

Example: Marvin has made it to the train station, but got distracted reading the ingredients list on his packet of honey-roasted peanuts and has missed his train. He dashes out to the train platform in a panic, and runs after the train that is already chugging off. The rear train car is 8" away, and the train is already moving at 10" per turn. Marvin is running at 5" per turn after the train. He decides to try and teleport himself into the rear car – a risky choice, since he only has 6 SP to spend. He does not have to spend any SP on Range to the starting point, since he is teleporting himself. He weighs 1 Blok, so he spends 1 SP to teleport himself. He buys 3d6" of Range to the destination point, which costs him 3 SP, plus 1 additional SP since he can't see the target destination. He rolls a lucky 15 on his 3d6, enough to put him squarely in the middle of the car. That leaves 1 SP to add 1d6" of Movement, in order to try and match velocities with the interior of the train car. The train is moving 5" faster than Marvin, but unfortunately he only rolls a 1 on his 1d6, so when he arrives in the train car he is effectively flying backwards inside the train car at 4" per turn. Unexpectedly, two attractive stewardesses are standing in the back of the rear train car, and Marvin crashes right into them – an unexpected bonus!

An object cannot be teleported into a space that can't contain it, or into a material more solid than water (such as solid rock or a minifig's chest).

Limitation:

1. Cannot Teleport Objects: The unit cannot use SPs to teleport objects.

SP.2.13 Lend SP: 2 SP per loaned SP

Units trying to create a single extremely powerful effect can 'team up' and pool their SP. This is less efficient than trying to create effects by themselves, but they can achieve more powerful effects together than they could separately. When a unit does not have enough SP to create its effect, a second unit can give SPs to the first unit, at a cost of 2 SP per SP given to the first unit. The second unit cannot lend SP to an effect outside the scope of its powers (e.g., a Water Wizard would not be able to lend SP to a unit trying to create a fireball). Units cannot give Duration to loaned SP; the SP are only good for a single effect.

Example: Flynn is a ComputerProgrammer who has found a way to digitize himself and enter the world inside his computer. The first time this happened was a complete accident, and caused all kinds of trouble. This time, he's brought two of his 'User' friends with him, to play video games. As they are wandering around inside the computer, they come across the old debris of a crashed Tank Enforcer program. Flynn wants to put the Tank back together and re-animate it, but he only has 10 SPs of User Power, which isn't enough. His friend Laura has 8 SPs; she lays a hand on Flynn's shoulder and spends all 8 SPs to give Flynn an additional 4 SPs. Flynn's friend Doug has only 5 SPs, and is too lazy to walk the 2" of distance over to where Flynn and Laura are standing. He spends 1 SP to cover the Range between himself and Flynn, and his remaining 4 SP to give Flynn an additional 2 SP. Flynn now has 16 SP to play with, which is enough to attempt repairs on the Tank. Thanks to some lucky rolls, he manages to repair the Tank with only a few minor bugs.

Limitation:

1. Never Learned to Share: The unit cannot loan SPs to other units, or receive SPs from other units.

SP.2.14 Flexibility: 1 SP

Units sometimes try to create effects that are only 'sort of' in their repertoires. If there is some argument over whether or not a unit is really the right type to create a certain kind of supernatural effect, the unit should spend 1 SP in order to get a little Flexibility. The added SP cost reflects the fact that it is harder for the unit to create that effect because he is not entirely familiar with it. If other players think that it would take more than 1 SP for the unit to be Flexible enough to create that effect, then forget it, that effect is out of the unit's league.

Example: Brigitte the Telepath encounters a superintelligent alien computer on her way to the supermarket one morning. She would like to initiate a telepathic dialogue with the computer, but there is some argument over whether the computer's intelligence counts as a 'living mind' which can be contacted by telepathy. Brigitte spends one extra SP on Flexibility, and everyone is satisfied. The computer telepathically informs her of some valuable coupons in the morning paper which she had overlooked.

SP.3 Supernatural Equipment

Every type of supernatural unit follows an ancient tradition of wearing special outfits and carrying special supernatural equipment. These have three purposes. First, they set the supernatural units apart from their natural and subnatural counterparts. Second, they absorb and augment the supernatural unit's abilities. Thirdly, they keep the supernatural unit from forgetting that he has supernatural abilities, which can be a problem in some battles.

Every supernatural unit must wear or carry at least one ‘special’ piece of equipment or clothing, so that it is obvious to everyone which units are supernatural. A JetEye, for instance, will carry a LightSaber; the Avatar of the God of War will carry an enormous golden broadsword. Often, if the supernatural unit is killed, another unit who later picks up his supernatural equipment will gain a measure of his power.

A Little Cape is a plastic cape that is slightly smaller than a minifig’s back; a Big Cape is made of cloth or paper and can be fairly large. (A SuperHero cape can be any size.) By tracing the pattern of a Big Cape onto paper and cutting it out, you can create Big Capes of any color or pattern you wish. The color or pattern on a cape can be used to show what Minor Aspect it supports:

There are many types of Hats of Power: Clear Psi-Helms, Feather HeadDresses, TikiMasks, DarthHelms, Golden Crowns, Pharaoh Hats, and Bat Helms being only a few. A Wizard’s Hat is only worn by the most powerful wizards; the Emerald PsiHelm is only worn by the most powerful Psionix.

Wizards’ Wands, Staves, and Lances extend the reach of a supernatural unit. If the unit can touch his target with the wand, it counts as if he were touching it himself. A Wand is as long as an average antenna or less (four Brix or shorter), a Staff is about the length of a spear, and a Lance is the length of a lance or longer.

Of course there are many more types of supernatural equipment than those presented here; these are simply the most common.

Table SP-I
Supernatural Equipment

| Item | TL | 2H | CP | Range | UR | -MP” | Effect |
|-----------------|----|----|----|-------|----|------|---|
| Little Cape | 0 | — | 12 | — | — | — | +2 Minor Aspect SP |
| Big Cape | 1 | — | 22 | — | — | — | +1d6 Minor Aspect SP |
| SuperHero Cape | 4 | — | 44 | — | — | — | +4 Single Ability SP |
| Hat of Power | 1 | — | 12 | — | — | — | +2 Minor Aspect SP |
| Wizard’s Hat | 2 | — | 44 | — | — | — | +1d6 Major Aspect SP |
| Emerald PsiHelm | 5 | — | 44 | — | — | — | +1d6 Major Aspect SP |
| Wand | 2 | — | — | CC | 2 | — | 1d6-1 Damage in CC, extends magical reach |
| Wizard’s Staff | 3 | — | — | CC | 2 | — | 1d6-1 Damage in CC, extends magical reach |
| Wizard’s Lance | 4 | — | — | CC | 2 | -1” | 1d6-1 Damage in CC, extends magical reach |

Table SP 2
Cape Colors

| Color or Pattern | Minor Aspect SP |
|------------------|--------------------------|
| Red | Fire |
| Blue | Water |
| Brown | Healer, Earth, or JetEye |
| White | Healer, Air, or Ice |
| Black | Dark JetEye |
| Green | Plant or Nature |
| Yellow | Movement |
| Grey | Animation and Control |
| Dragon | Fire or Dragon |
| Snake | Water or Reptile |
| Bat | Evil or Necromancy |

Supplement RV: Robotic Vehicles

Advanced Vehicle Rules

One of the largest and most successful Galactic Empires of the later sixteenth millenium G.S. was that of the Rho Botek Civilization. The exact details of their discoveries are unknown, but it is generally believed that the Botex stumbled across the ancient ruins of the lost offshoots of the Teknik Giants' civilization sometime during the Botek Civil War in the early decades of the 15400's. The Rho faction's early advances in investigating the ancient technology soon gave them a decisive advantage over their rival factions Sigma and Tau. By the end of the century the Rho Botex had fully assimilated the ancient Teknik's advanced CombatMek technology and begun full-scale production of weapons platforms the likes of which the galaxy had never seen – giant battle robots of such immense subtlety, variety, and power that the Botex were able to quickly overwhelm all opposition in their area of space.

Rival Civilizations attempted to duplicate or steal the CombatMek technology, but for many centuries had little or no success. The Rho Botek Civilization's control of this technology did not begin to decline until the 158th and 159th centuries, when the majority of their military power was squandered in repeated and unsuccessful campaigns to eradicate elusive Timmy infestations in outlying Botek systems. Eventually, with the help of renegade Tau Botek outcasts, rival Civilizations were able to duplicate enough of the technology to wage an effective war against the Botex, and by 15890 the Rho Botek Empire had collapsed. The vital technological secrets were scattered, stolen, and lost in the general chaos that ensued. While nearly all SpaceCivilizations now possess some level of CombatMek technology, it is generally believed that none has yet matched the glory of the Botek Civilization in its golden age, and for this reason genuine Rho Botek CombatMex are highly prized.

The Robotic Vehicles rules are included for BrikWars players who want to create extremely specialized vehicles. (The term *Robot* refers to any vehicle built using these rules; such a vehicle is called a Robotic Vehicle or just a Robot.) This system is more flexible than the regular Vehicles system, but the rules are more detailed and complex. Many BrikWars players think that the Vehicles rules are already enough of a pain in the neck without adding any additional overhead. For this reason, it is not recommended that you build more than a few Robotic vehicles in any battle, if any; for most vehicles, just use the regular Vehicles rules.

RV.I Building the Torso

To determine a Robotic Vehicle's initial construction cost, you must first determine the Size of its torso or chassis. The Size rating is based on the area of the torso (not counting limbs such as arms, legs, tentacles, wings, etc), which is measured in much the same way as a chassis is under the regular Vehicle rules. The torso may be measured horizontally or vertically, depending on which way the dots are facing. If the torso is more than six Brix (one Story) deep, then you must calculate the area of each Story separately and add the area of all Stories

together to arrive at a total Size. If this number is less than 10, or if the torso is a one-piece vehicle, consider the total Size to be 10. See Table RV.1.

Next you must decide how heavily Armored you wish the Robot to be. Determine how many points of Armor the Robot will have, counting 1d6's as 3½, 1d10's as 5½, etc. Robots must have a minimum of 10 points of Armor. See Table RV.2.

Finally you must decide how Powerful the engine of your robot will be, and in a general way, where in his torso his power source will be located. Choose a number of points for the Robot's Power rating. See Table RV.3.

Big Power sources require big engines. If your Civilization has developed nuclear engines for its submarines, then you can get the same Power output out of your moped—as long as you build your moped big enough to house a nuclear reactor. See Table RV.4.

To get the initial CP cost for the Robot's torso or chassis, first add the Robot's Size (the total area of all the torso's Stories), plus the Robot's Armor, plus the Power Rating squared. Next, divide this total by 20. Rounded up, this is the initial CP cost for the Robot's torso.

CP Cost for Torso: $(\text{Size} + \text{Armor} + \text{Power}^2)/20$

Another important factor, often more important than the CP Cost, is

Table RV.1
Chassis Size

| Tech Level | Maximum Vehicle Size | Largest vehicles of the era |
|------------|----------------------|--|
| 0 | (zero) | No vehicles unless you decide that CaveMen can ride DinoSaurus |
| 1 | One-Piece | Horses and canoes |
| 2 | 200 | Horse-drawn carts, triremes, siege towers, dragons, elephants |
| 3 | 600 | Pirate galleons, steam-powered trains |
| 4 | 1000 | Aircraft carriers, passenger jets, mega monster trucks |
| 5 | 2000 | Colony ships, spacefighter carriers, mobile construction yards |
| 6 | 5000 | StarShip Civilization city-ships |
| 7 | No Limit | Automated planets, artificially intelligent galaxies |

Table RV.2
Armor

| Tech Level | Maximum Armor Rating | Heaviest vehicle armor in use |
|------------|----------------------|--|
| 0 | (none) | Hair, animal skins, CaveMan body odor, fleas |
| 1 | 1d10+4 | Leather, grasses, palm leaves, paint |
| 2 | 3d10+4 | Wood, bamboo |
| 3 | 4d10+4 | Stronger wood, limited iron and steel |
| 4 | 5d10+4 | Steel, plastics, composites and space-age polymers |
| 5 | 6d10+4 | Tritanium, synthetic duralloys, some energy shielding |
| 6 | 7d10+4 | Energy shielding, crystal lattice neutronium |
| 7 | No Limit | Temporal-spatial discontinuities, dynamically roving black holes |

Table RV.3
Power Rating

| Tech Level | Maximum Power Rating | Strongest vehicle power source in use |
|------------|----------------------|---|
| 0 | (none) | Rocks, gravity, feet |
| 1 | (manual labor) | Horses, manual labor |
| 2 | 10 | Elephants, magic, huge numbers of disposable slaves |
| 3 | 15 | Wind, steam power |
| 4 | 20 | Rocket fuel, nuclear fission |
| 5 | 30 | Cold hydrogen fusion |
| 6 | 40 | Antimatter reaction, sustained quantum singularity |
| 7 | No Limit | Planck-energy distortion, hypermatter, superstring transformation |

the Robot's Mass. The Robot's Mass Rating is equal to its Size times its Armor, divided by 100, rounded up.

$$\text{Mass: } (\text{Size} \times \text{Armor}) / 100$$

A Robot's Mass and Power ratings determine its maximum speed. To determine a Robot's Move rating, square its Power rating, multiply by 4, and divide the result by the robot's Mass.

$$\text{Movement Rate: } 4 \times (\text{Power}^2) / \text{Mass}$$

For Robots with a very low Mass, it will make a big difference whether the Mass rating is rounded up before or after you calculate the Movement Rate. To get accurate results, either wait to round up the Mass Rating until after you have calculated the Movement Rate using the above equation, or just use the following equation:

$$\text{Movement Rate for Robots of Low Mass: } (400 \times \text{Power}^2) / (\text{Area} \times \text{Armor})$$

Table RV.4
Power Rating Sizes

| Tech Level | Minimum Vehicle Size for Power Rating |
|------------|--|
| Up to 2 | all Power is supplied by Horses, Slaves, or other beasts of burden |
| 3 | min. $3 \times \text{Power}^2$ from wind or steam |
| 4 | min. $2 \times \text{Power}^2$ from petroleum or nuclear fission |
| 5 | min. $1 \times \text{Power}^2$ from plasma or fusion |
| 6 | min. $\text{Power}^2/2$ from antimatter or spatial distortion |
| 7 | No Limit |

RV.2 Propulsion Systems

For a Robotic Vehicle to move around, it will need at least one propulsion system. A Robot can only use one propulsion system at a time, but it may have multiple propulsion systems in case one or more is damaged or destroyed. A propulsion system may have a higher or lower Power rating than the Robot's engine; the Robot's Speed will be determined by the lower of the two Power ratings.

RV.2.1 Standard Propulsion

Each propulsion system on a Robot must be well-represented by at least one PBB (wheels, propellers, jets, etc.). Different types of propulsion systems cost different amounts, and vary in performance.

Ground propulsion is most often represented by tires and wheels, but can also include things like runners and skis. Larger tires can overcome larger obstacles—for every full 2 Brix of tire height, add 1 CP to the cost of the Ground propulsion system. (Use the height of the largest tire—you don't have to buy the height of each tire separately).

Treaded propulsion is represented by treads of course. If you don't have treads, arrange long rows of tires and pretend that they have treads on them. Vehicles that walk around on legs can also be treated as treaded vehicles, as long as it uses the legs for walking only. If you want to use a Robotic Vehicle's legs for jumping, kicking, dancing, picking things up, etc., you will have to buy them as Limbs.

Larger treads can overcome larger obstacles. For every 2 full Brix in the height of the treads, add 1 CP to the cost of the Treaded propulsion system.

Table RV.5
Ground Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/4)$ CP |
| Cargo Capacity: | Power^2 |
| Max Accel/Decel: | 1/3 Maximum Speed |
| Class#/TurnRate: | $(\text{Stories of Height}) \times (\text{Armor}/5)$ [min 1] |

Table RV.6
Treaded Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/2)$ CP |
| Cargo Capacity: | Power^2 |
| Max Accel/Decel: | 1/3 Maximum Speed |
| Class#/TurnRate: | $(\text{Stories of Height}) \times (\text{Armor}/5)$ [min. 1], can turn in place |

Boat propulsion can be represented by sails and masts, by an outboard motor, by a stern-wheel, or by an underwater propeller drive. Train propulsion is represented by wheels or maglev bars on the TrainTrax.

If you are building a rowed boat, you can man the oars with galley slaves. Galley slaves do not take any independent action except to abandon the ship when it catches on fire, and then only if somebody forgot to chain them to the oars. Each galley slave costs 1 CP and provides one point of Power. A boat rowed by galley slaves, even the largest quadrireme, can turn in place.

Submarine propulsion is represented by underwater propellers or jets.

Flyer propulsion can be represented by propellers, jets, or rocket thrusters.

Hover propulsion can be represented by propellers, jets, or rocket thrusters.

RV.2.2 Alternate Propulsion

There are many possible alternate propulsion systems – tunneling underground, hyperspace teleportation, inchworm gyrations, transmogrification through tight spaces, and so on. For most of these, you're going to have to figure out the point costs and statistics on your own, you can't expect us to cover every little detail. However, two alternate systems of propulsion come up often enough that they merit special attention.

2.2.1 JumpJets

The first is the use of JumpJets—thrusters or jets that, while not always powerful enough to act as a primary propulsion system for a Robotic Vehicle, are useful to maneuver during a 'jump' or to act as a secondary propulsion unit in support of other primary propulsion units. JumpJets cost 2 CP per point of Power, and can never draw more Power than half the primary engine's Power rating.

JumpJets work differently from normal propulsion systems in that rather than having Movement ratings and TurnRates and so on, a JumpJet provides straight acceleration, and only in the direction it is pointing. One unit of Power equals 5 Blok-inches of acceleration, so the amount of acceleration the JumpJets can provide on every turn is $(5 \times \text{JumpJet Power} / \text{Vehicle Mass})$, in addition to whatever speed is produced by the primary propulsion system.

If JumpJets are used to slow a vehicle's fall, remember that they have to fight the downward acceleration of gravity, which is 4" per turn, per turn.

2.2.2 Limbs

Limbs are such an important part of Robotic tomfoolery that they get chapter section all to themselves—here we will just discuss the use of limbs as a propulsion system.

If the vehicle's legs are rudimentary, designed for nothing more than staggering around, then just treat them as if they were a Treaded Propulsion system. If the vehicle's legs are well-articulated, designed not just for

Table RV.7
Boat/Train Propulsion

| | |
|------------------|---|
| Cost: | (Power/2) CP |
| Cargo Capacity: | Power × 2" |
| Max Accel/Decel: | 1/4 Maximum Speed |
| Class#/TurnRate: | (Armor-8) [min. 4], rowed boats can turn in place |

Table RV.8
Submarine Propulsion

| | |
|------------------|--|
| Cost: | (Power/2) CP |
| Cargo Capacity: | Power" |
| Max Accel/Decel: | 1/4 Maximum Speed, 1 Story of Depth per turn |
| Class#/TurnRate: | (Armor-8) [min. 4] |

Table RV.9
Flyer Propulsion

| | |
|------------------|--------------------|
| Cost: | (Power × 2) + 3 CP |
| Cargo Capacity: | 1/2 Power" |
| Max Accel/Decel: | 1/2 Maximum Speed |
| Class#/TurnRate: | (Armor/4) [min. 1] |

Table RV.10
Hover Propulsion

| | |
|------------------|---------------------------------------|
| Cost: | (Power × 2) + 10 CP |
| Cargo Capacity: | 1/2 Power" |
| Max Accel/Decel: | 1/2 Maximum Speed |
| Class#/TurnRate: | (Armor/4) [min. 1], can turn in place |

walking but for running and jumping about and busting a Robotic move with Robo-Kung-Fu action, then they count as proper Limbs. (The CP cost of Limbs will be discussed later.)

A Robot with enough Limbs to hold itself up and keep its torso from dragging on the ground moves at the speed you would expect: $((\text{Power}^2)/\text{Mass})^n$, or $((400 \times \text{Power}^2)/(\text{Size} \times \text{Armor}))^n$ for Robots of low Mass. A Robot can only support itself on Limbs that have enough Power to support the Robot's weight (minimum Power equal to the Robot's Mass in Blox). A Robot can only stand, walk, run, jump, or shove itself about with Limbs that end in Feet. A Robot can only climb, swing, or drag itself around with Limbs that end in Hands, and only if it can find (or make) a decent handhold.

A Robot with fully operational legs can jump. It can launch itself in any direction with a maximum initial velocity of $(5 \times (\text{Power}/\text{Mass}))^n$, and can absorb that much velocity upon landing. If you don't want to have to recalculate that number every time your Robot jumps, write it down somewhere. When the Robot tries to launch itself into the air, he must first overcome 4^n of downward pull from gravity. Each turn thereafter until it returns to the earth (on a really good jump it takes a while to come back down), it feels a downward acceleration of 4^n per turn, per turn, resulting from the force of gravity.

(If you don't want to have to deal with velocity and acceleration vectors at all, ignore this rule. Instead, your Robot can jump as far as his legs are long, and half as high.)

If a Robot loses some of its Limbs to battle damage, it may find itself struggling to get around. If the Robot is dragging its torso along the ground using two or more Limbs, it moves at half speed; if it drags itself using only one Limb, it moves at one-quarter speed. If one of a Robot's legs is paralyzed and rigid, it may prevent the Robot from moving around entirely and have to be jettisoned (Robots can automatically jettison Limbs). If the leg is limp and dragging in the dirt, but the Robot has enough other legs to keep walking around, each dragging leg incurs a -2^n Movement Penalty. If a Robot has been reduced to one leg but is able to support itself on that leg, then it hops around at one quarter speed and must make a Piloting Skill Roll with a UR of 4 at the beginning of every turn to avoid falling over.

If a Robot that walks around on legs fails any Piloting Skill Roll, it falls over. It takes damage from a Collision with the ground (see 3.6.5: Collisions) at whatever speed the Robot was traveling when it fell. If a Robot has enough free Limbs that it is able to get back up again. Getting up takes one half turn.

RV.3 Robotic Limbs

Robotic Limbs come in all shapes and sizes—from the normal forms of arms and legs to more unusual wings, tails, and tentacles. Depending on the tools and objects mounted on the Limbs, the uses of most Limbs fall into one or more of four basic categories: manipulators, propulsion, weapons platforms, and striking implements.

RV.3.1 Buying a Limb

A Limb's initial cost is determined by three factors: the Limb's flexibility, length, and Power.

Flexibility: *1 CP for one axis of rotation; 2 CP for multiple axes.* A rigid Limb with freedom to move on one axis of rotation has a base cost of 1 CP. A flexible limb, or one with freedom to rotate on more than one axis, has a base cost of 2 CP. A rigid Limb that has no freedom of rotation on any axis is a pretty sad excuse for a Limb.

Length: *1 CP per 5 Dots of Length or 4 Brix of Height.* A Limb built horizontally costs 1 CP per 5 Dots of Length. A Limb built vertically costs 1 CP per 4 Brix of height. Weapons and tools can only be mounted on Limbs that are at least three-fourths the length of the weapon or tool.

Power: *1 CP per point of Power.* A Limb costs 1 CP for every point in its Power rating. A Limb cannot have a higher Power rating than the Robot it is mounted on. Weapons and tools cannot be mounted on a Limb if their Power rating is higher than that of the Limb.

RV.3.2 Arming a Limb

Weapons and tools are mounted on Limbs at the same CP cost as if the weapon or tool were bought and mounted on a regular vehicle. A weapon cannot be mounted on a Limb if the weapon requires more Power than the Limb can supply. The Robot's main Torso must be at least three-fourths the length of any weapon mounted on a Limb, regardless of whether the Limb is much longer or much shorter than the Torso.

A couple of tools are Limb-specific:

Feet: 1 CP per Foot If you would like to use a Limb to walk, run, jump, or kick with, you must buy a Foot for the Limb. A Foot costs 1 point, and has the same Power rating as the limb it is mounted on. A Foot incurs no Movement Penalty.

Hands: 1 CP per point of Power Any tool mounted on a Limb to be used as a manipulator (a mechanical hand, a claw, a multi-tool, a robo-surgery kit, etc.) is considered to be a Hand. A Hand costs 1 CP for every point in its Power rating. The Power of a hand will determine its ability to lift, carry, and throw objects around, or crush them like walnuts. A Robot can use its Hands to climb around or swing from ropes and overhead objects. A Robot cannot walk on its Hands unless those Hands are also Feet, which costs 1 extra CP. Due to the complex control mechanisms, a Hand incurs a -1" Movement Penalty.

Structural Reinforcement: 1 CP per 2 points of Armor Any Limb can be used to strike targets, but when it hits a target, it does as much damage to itself as it does to the target. If you plan on smashing a Limb into things on a regular basis, or using a Limb to parry or block attacks, you're going to want to toughen it up a bit. Armor can be added to a Limb at a cost of 1 CP per 2 points of Armor. Additional Limb armor is added through a special process called BludgeonPlating, which does not add to the Mass of the Robot or slow it down in any way. The additional armor does not apply to weapons or tools mounted on the Limb, but it does apply to Hands and Feet.

Whenever your Robot attacks a target with its Hands or Feet, whether punching, kicking, squeezing, stomping, crushing, or slapping the target, it does 1d6 Damage, times the Power of the Hand or Foot.

RV.3.3 Damaging Limbs

When an opponent fires a weapon at a Robot's Limb, and does enough Damage to penetrate the Limb's Armor, he may choose to do damage directly to the SubSystem he hits (using the SubSystem Ker-Pow! Table in Chapter 4.3.1), or he may choose to do generalized damage to the Limb itself. He may not choose to apply the damage to the Robot, since systems on a Limb are largely isolated from the main systems of a Robot or Vehicle. If he chooses to do generalized damage to the Limb, he must determine his Damage Bonus (Damage inflicted, minus the Armor Roll of the affected Limb) and roll 1d10 on the Limb Ker-Pow! Table.

The Limb Ker-Pow! Table
(1d6+Damage-Armor)

| Die Roll | What Happens |
|---|--|
| Any time a 1 is rolled, regardless of bonus | In a freak mishap, the weapon blast fuses crucial circuits and knocks mechanical bits into perfect alignment, causing the Limb to perform even better than before! The affected Limb gets a minor upgrade for the rest of the battle. A +1 Bonus to Skill or Damage when using the Limb, or +1 to Limb Armor would be good examples. |
| 2 | The weapon blast scrambles crucial control circuits in the Limb, causing it to become malevolent and evil. It attacks the Robot to which it is attached and all nearby friendly units! It is not normally possible to roll a '2' on this table. If you get this result, you have done something wrong. |
| 3 | The weapon blast scrambles the 'funny bone' circuit of the Limb, causing robo-tingling and poor nerve sensation. For the next 1d6 turns, any use of the Limb has a -1 Skill Penalty. If the Limb is being used as a leg, it incurs a -1" Movement Penalty as well. |
| 4 | The weapon blast causes a power surge, momentarily knocking the Limb's power conduit off-line. The Limb is paralyzed for 1d6 turns. It cannot fire weapons, activate tools, or be used for walking. |
| 5 | The weapon blast scrambles the commands to the Limb's control circuits, causing it to flail about in a dangerous manner. For one turn, the Limb is under the control of the enemy that shot it. It cannot fire its weapons or activate its tools during this turn. |
| 6 | The weapon blast knocks debris into the gears of the Limb actuators, causing all mechanical motion to lock. The Limb is paralyzed in its current position. It can still fire weapons, activate tools, and use Hands and Feet. |
| 7 | A vital connecting cable is severed and a weapon or tool mounted on the Limb is blown off. One weapon or tool mounted on the Limb falls off but is undamaged (defender's choice). |
| 8 | The Limb's main control board is fried. The Limb dangles limply and uselessly. It can no longer fire weapons or activate tools. It cannot be used for walking. |
| 9 | The Limb succumbs to metal fatigue and falls off of the Robot. The Limb is disabled and falls off of the Robot. |
| 10 | The Limb's main power unit explodes in a shower of sparks and venting plasma. The limb bursts into its component parts. The joint connecting the Limb to the Robot explodes in a 1d10 explosion. All major joints on the Limb separate as the Limb falls apart. Weapons and tools on the Limb detach and are disabled (as if they had received a 4 on the SubSystem Ker-Pow! Table). |

RV.4 Control Systems

A Robotic Vehicle automatically comes with one manual control unit that one minifig can use to control every weapon, tool, and propulsion system on the Robot. This control unit must be represented by one or more PBBs (usually a computer console, steering wheel, or lever). Additional control systems for copilots or gunners may be bought for the cost of as many CPs as the Robot's Class number. If a Robot has more than one propulsion system, it may have more than one Class number. If so, then the additional control system costs as much as the sum of the Class numbers of all the propulsion systems that it controls. A control system does not have to include controls for every propulsion system on the Robot, but it must include controls for at least one propulsion system.

(If you want a minifig to act solely as a gunner, you do not need to buy a separate control system for him, as long as he is within reach of the weapon he wishes to fire. All mounted weapons include manual controls, and can be fired by any minifig who gains access to them.)

RV 4.1 Robot Brains

Robots do not need human Pilots for every function or even any function. Any number of artificially semi-intelligent Robot Brains can be used instead. Robot Brains can be used as gunners to supplement a minifig Pilot, or a Robot Brain can be used to replace the Pilot entirely. Robot Brains can also be installed in bases, to control any base device that can be remotely controlled. If a Robot Brain has the ability to fire weapons, it may only focus on one target per turn. However, it may fire however many weapons it likes at that target.

If a Robot Brain controls propulsion systems as well as guns, then it costs as many CPs as the sum of the Class numbers of all the propulsion systems that it controls, plus 3 points per 1d6 Skill. Otherwise, the Robot Brain just costs 3 points per 1d6 Skill. A Robot Brain is represented by any computer console PBB with lights, switches, or antennas on top, and must somehow be accessible for minifigs to fiddle with it. Any minifig that gains access to a Robot Brain console, friendly or otherwise, can override or deactivate the Robot Brain and use the console as a normal control system. If a given propulsion system or weapon is under the control of more than one Robot Brain or control system, then enemies have to deactivate all of the interfering Robot Brains and gain control of all the applicable control systems in order to control that subsystem.

Unfortunately, a Robot Brain is not as flexible as a regular minifig brain. It must be given a default program, which it follows extremely literally. The program may be any length, but the specifics should be written down somewhere. There are no 'secret' programs – a Robot's program is known to all players, since Robots constantly repeat their current instruction set out loud.

Example: Kamikaze HoverBots are mass-produced with the following basic instruction set:

- 1.If enemy units are detected within 40", move to within optimum firing range of the nearest enemy unit.
- 2.If there are enemy units are within maximum firing range, attack the nearest enemy unit.
- 3.If no enemy units are detected, move to within 5" of the nearest friendly unit.
- 4.If no enemy or friendly units are present, return to base.

Because the Kamikaze program does not include instructions to avoid shooting if friendly units are between them and their targets, units sharing the field with Kamikaze HoverBots must be extremely careful about crossing the Kamikazes' lines of fire.

Any friendly unit may give a verbal instruction to any Robot within 5". The Robot will carry out that instruction to the best of its ability, and then return to its original programming. If it is an instruction with no specific time limit, the Robot will continue carrying out that instruction until instructed to stop. A Robot can only remember one verbal instruction at a time.

If a minifig wants to change a Robot's core program, he must use a RoboHack Tool, which looks like a radio with lights or switches on it, and costs 5 CP. To use a RoboHack Tool, a minifig must have uninterrupted access to the Robot Brain itself for a full turn. In that turn, the minifig can erase one or more instructions, or he may add one instruction. If the Robot Brain's entire program has been blanked, then the minifig can spend one turn to change the Robot's loyalties to his own team.

RV.5 Transforming Robots

For many PBB maniacs, the highest expression of PBB skill is in the construction of Robots that actually transform into vehicles, and look good while doing it. If you want to include transforming Robots in your battle, then congratulations! You're an inspiration to us all.

Transforming Robots have no extra CP cost or special abilities, and in fact they behave just like normal Robots in BrikWars except that they are much, much cooler and much more likely to impress your enemies. No matter how complex the transformation, the transformation never takes more than a -1" Movement Penalty, if any.

Charts and Tables

Charts and Tables from throughout this work are collected here for easy reference. However, please note that all footnotes and other references have been removed. Be sure to consult the appropriate chapter for in-depth information on the material presented in this section.

Tek Levels

| TekLevel | Generic Trooper Type |
|-----------------|--|
| 0 | CaveMen (Cave Men) |
| 1 | TribalMen (Islanders, Native Americans) |
| 2 | IronAgeMen (Romans, Greeks) |
| 3 | RenaissanceMen (Pirates) ColonialMen (Civil War) |
| 4 | ModernMen (World War II, S.W.A.T., Desert Storm) |
| 5 | SpaceMen (Space Opera) |
| 6 | StarMen (Star Fleets, Battle Mechs) |
| 7 | InterdimensionalMen (Time Travel) |

Weapon Tables

| Pistol | TL | 2H | CP | Range | UR | -MP'' | Damage |
|------------------|-----------|-----------|-----------|--------------|-----------|--------------|-----------------------------|
| Pirate | 3 | — | 3 | 8" | 4 | — | 1d6 |
| Revolver | 4 | — | 3 | 10" | 3 | — | 1d6 |
| Machine | 4 | — | 4 | 10" | 2 (6*) | — | 1d6 |
| Gyro | 5 | — | 2 | 12" | 2 (5*) | — | 1d6 |
| Impact | 5 | — | 3 | 10" | 3 (6*) | — | 1d6+2 |
| Siege | 5 | — | 4 | 15" | 4 | — | 1d10 (Explosive) |
| Rifle | TL | 2H | CP | Range | UR | -MP'' | Damage |
| Pirate | 3 | X | 5 | 12" | 5 | — | 1d6 |
| Shotgun | 4 | X | 5 | 14" | 3 | — | 1d6+1 |
| Machine Gun | 4 | X | 6 | 16" | 2 (5*) | — | 1d6 |
| Gyro | 5 | X | 5 | 20" | 3 (5*) | — | 1d6+3 |
| Impact | 5 | X | 6 | 18" | 4 (6*) | — | 2d6+2 |
| Siege | 5 | X | 8 | 20" | 5 | -1" | 2d10 (Explosive) |
| Death Gun | TL | 2H | CP | Range | UR | -MP'' | Damage |
| Bazooka | 4 | X | 10 | 16" | 6* | -3" | 1d10+3* Explosive |
| Death Gun | 6 | X | 10 | 16" | 5 | -2" | 2d10 Explosive |
| Sniper Cannon | 6 | X | 10 | 20" | 5 | -2" | 3d6+4 Must aim for one turn |
| Explosive | TL | 2H | CP | Range | UR | -MP'' | Damage |
| Cannonball | 3 | X | 3 | 16''* | 6* | -3" | 1d10+3* |
| MkI | 3 | — | 4 (6) | 20" | 3 (6) | — | 1d10+3 |
| MkII | 4 | — | 8 (10) | 22" | 3 (7) | -1" | 1d10+6 |
| MkIII | 4 | — | 12 (14) | 24" | 3 (8) | -2" | 2d10+3 |
| Archery | TL | 2H | CP | Range | UR | -MP'' | Damage |
| Bow | 1 | X | 1 | 5" | 4 | — | 1d6-1 |
| Crossbow | 2 | (X) | 2 | 8" | 3 | — | 1d6 |
| Quiver | 1 | — | 1 | — | — | -1" | — |
| Bludgeons | TL | 2H | CP | Range | UR | -MP'' | Damage |
| Fists** | 0 | — | 0 | CC | 2 | — | 1d6-1* |
| Club | 0 | — | 1 | CC | 2 | — | 1d6* |
| Staff | 1 | X | 1 | CC | 2 | — | 1d6* |
| Shovel | 1 | X | 0 | CC | 5 | — | 1d6* |
| Hammer | 1 | — | 0 | CC | 3 | — | 1d6* |

Weapon Tables

| Thrown Weapons | TL | 2H | CP | Range | UR | -MP" | Damage |
|----------------|----|-----|-------|-------|----|------|----------------|
| Rocks | 0 | — | 0 | * | 2 | — | 1d6-3 (Stun) |
| Sling | 4 | — | 3 | 10" | 3 | — | 1d6 |
| Bolo | 1 | — | 1 | * | 2 | — | (1d6 Skill) |
| Net | 1 | — | 2 | * | 2 | — | (2d6 Skill) |
| Boomerang | 1 | — | 1 | * | 2 | — | 1d6-1 (Stun) |
| Shuriken | 2 | — | 1/3 | * | 2 | — | 1d6-1 |
| Chakam/ Discus | 2 | — | 3 | *x2 | 2 | — | 1d6 |
| Energy Disk | 6 | — | 8 | *x3 | 2 | — | 2d6 |
| Blades | TL | 2H | CP | Range | UR | -MP" | Damage |
| Knife | 1 | — | 1 | CC | 2 | — | 1d6-1 |
| ShortSword | 2 | — | 2 | CC | 3 | — | 1d6+1 |
| Katana | 2 | — | 4 | CC | 2 | — | 1d6+3 |
| Golden Sword | 2 | — | 5 | CC | 3 | — | 2d6+1 |
| Saber | 3 | — | 2 | CC | 2 | — | 1d6 |
| ChainSaw | 4 | X | 3 | CC | 6 | — | 2d6+1 |
| LightSaber | 6 | — | 10 | CC | 2 | — | 3d6+2 |
| Spears | TL | 2H | CP | Range | UR | -MP" | Damage |
| Lance (Iron)* | 2 | — | 4 | CC | 4 | -2" | (Max 20) |
| Lance (Wood) | 2 | — | 3 | CC | 3 | -1" | (Max 15) |
| Trident | 2 | (X) | 3 | CC | 3 | — | 1d6+1 (Max 10) |
| Spear | 1 | (X) | 2 | CC | 3 | — | 1d6 (Max 10) |
| Gold Spike | 4 | X | 3 | CC | 2 | — | 1d6-1 (Max 30) |
| Axes | TL | 2H | CP | Range | UR | -MP" | Damage |
| Hatchet | 1 | — | 2 | CC | 2 | — | 1d6 |
| PickAxe | 2 | X | 2 | CC | 3 | — | 1d6+2 |
| BattleAxe | 2 | X | 3 | CC | 4 | -1" | 1d6+3 |
| Halberd | 2 | X | 4 | CC | 5 | -2" | 2d6 |
| Whips | TL | 2H | CP | Range | UR | -MP" | Damage |
| Lasso/Rope | 1 | — | (1) | CC | 2 | — | — |
| Leather Whip | 1 | — | (1) | CC | 3 | — | 1d6 Stun* |
| Chain | 2 | — | (2) | CC | 4 | — | 1d6-1 Stun** |
| Flail | 2 | — | 1+(1) | CC | 3 | — | 1d6+1 Stun*** |
| Rope w/ Hook | 2 | — | 3+(1) | CC | 3 | — | 1d6 |

Weapon Tables

| Fire | TL | 2H | CP | Range | UR | -MP" | Damage |
|------------------|----|----|------|-------|-------|--------|---|
| Lighter | 4 | — | 1 | CC | — | — | Use to light fires |
| Torch | 0 | — | 2 | CC | 2 | — | 1d6 Fire Damage (FD) |
| OilFlask | 2 | — | 3 | — | 3 | — | 2d6 FD in 2" puddle |
| GreekFire/Napalm | 2 | — | 5 | (20") | 3 (6) | — | 3d6 FD in 3" puddle |
| FireBomb | 4 | — | 5 | (20") | 3 (6) | — | 1d10 Explosion + 1d6 FD |
| FlameTower | 4 | X | 5 | 8" | 3 | -2" | 2d6 FD |
| PlasmaGun | 5 | X | 6 | 8" | 4 | -2" | 3d6 FD |
| Armor | TL | 2H | CP | Range | UR | -MP" | Effect |
| Shield | 1 | — | 1 | — | — | — | +2 AV |
| Big Shield | 1 | — | 2 | — | — | — | +4 AV |
| Plate Armor | 2 | — | 5 | — | — | -1" | +1d6 AV |
| (No Helmet) | — | — | (-1) | — | — | — | (-1 AV) |
| Helmet | 2 | — | 0 | — | — | — | +0 AV |
| Visor Helmet | 2 | — | 1 | — | — | — | +1 AV |
| Horse Blanket | 2 | — | 2 | — | — | — | +2 AV Horses only |
| Equipment | TL | 2H | CP | Range | UR | -MP" | Effect |
| Jetpack | 5 | — | 5 | — | — | — | Double Minifig movement |
| Parachute | 4 | — | 2 | — | — | — | Prevents dmg from falling |
| SuitCase PsiAmp | 6 | — | 10 | 5" | — | — | Controls civilians brains |
| Tools | 1 | — | 5 | — | — | — | Sometimes you need a tool |
| Skis | 2 | — | 2 | — | — | — | Doubles movement in snow |
| Flippers | 4 | — | 1 | — | — | — | Moves fulls speed underwater |
| Container | 1 | — | 1 | — | — | — | Holds things |
| Power Pack | 5 | — | 2 | — | — | -1 | Proves 2 Power to one device |
| Epaulets | 2 | — | 1 | — | — | — | +1 to Skill |
| Magical Potions | TL | 2H | CP | Range | UR | Color | Effect |
| Strength | 1 | — | 2 | — | — | Red | +1 Power for 1d6 turns |
| Speed | 1 | — | 3 | — | — | Green | +1d6" Movement, +1 Attack for 1d6 turns |
| Protection | 1 | — | 2 | — | — | White | +1d6 Armor for 1d6 turns |
| Flight | 1 | — | 3 | — | — | Blue | Unit can fly for 1d6 turns |
| Energy | 1 | — | 1 | — | — | Yellow | UnStuns a unit |
| Yak's Blood | 1 | — | 0 | — | — | Black | No good can com from drinking this! |

Creating New Weapons and Equipment

| Attribute Modified | CP Cost |
|--------------------|---|
| TekLevel | +1 CP per -1 TL |
| 2-Handed | +1 CP to make a 2H weapon 1H, -1 to make a 1H 2H |
| Range | +1 CP per +4" |
| CC Weapon Length | +1 CP per +1 Brik of length |
| Usage Rating | +1 CP per -1 UR |
| Move Penalty | -1 CP per -1" -MP" |
| Damage | +1 CP per +2 Damage or +2 Stun Damage +4 CP per +1d6 Fire Damage +6 CP per +1d10 Explosion Damage |

Communications

| Item | TL | 2H | Range | Effect |
|----------|----|----|-------|---|
| Yelling | 0 | — | 8" | Allow squads to communicate |
| Banner | 2 | X | — | Allow squads to communicate; Must be mounted on Lance |
| Bugle | 2 | — | 12" | Allow squads to communicate |
| CB Radio | 4 | — | — | Allow squads to communicate |

Gun Conversions

| Item | TL | CP | Effect |
|-----------------|----|----|----------------------------|
| Hi-Pro Ammo | 5 | 2 | (Green) =1d6 Damage, +1 UR |
| ShootFar Mod | 5 | 2 | (Blue) +5" Range |
| Stabilizer Gyro | 5 | 2 | (Red) -1 UR |

Weapon Breakage

| Weapon | Minimum TL | Max DMG Before Breaking |
|-------------------------------|----------------|-------------------------|
| Stone | 0 (Stone Age) | 5 |
| Wooden (brown) | 1 (Tribal Age) | 10 |
| Iron (grey or black) | 2 (Iron Age) | 15 |
| Steel (grey or black) | 2 (Medieval) | 20 |
| Mithril (shiny gold) | 2 (Magical) | 30 |
| Adamantium Alloy (shiny gold) | 5 (Space Age) | 50 |
| Energy (transparent) | 6 (Star Age) | No Limit |

Small Targets NearMiss Table

| Roll 1d6 | Result |
|----------|--|
| 1 | The shot is absolutely precise, and does 25% extra damage. |
| 2 or 3 | The shot is on target. |
| 4 | The shot gets a MissedBy number of 1/16 (one sixteenth). |
| 5 | The shot gets a MissedBy number of 1/8 (one eighth). |
| 6 | The shot gets a MissedBy number of 1/4 (one quarter). |

Ground Vehicle Stats

| | |
|----------------------|---|
| Chassis cost: | 1 CP for One-Piece Ground Vehicles, or (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed |
| Cargo Capacity: | Power" |

Treaded Vehicle Stats

| | |
|----------------------|---|
| Chassis cost: | 2 CP for One-Piece Treaded Vehicles, or Class number + (area of chassis/10), rounded up |
| Maximum accel/decel: | 1/3 top speed; can turn in place |
| Cargo Capacity: | Power" |

Boats and Trains Stats

| | |
|----------------------|--|
| Chassis cost: | 1 CP for One-Piece Boats and Trains, or (area of chassis/20), rounded up |
| Maximum accel/decel: | ¼ top speed; rowed boats can turn in place |
| Cargo Capacity: | Power x 2" for Boats and Trains, Power x 1 for Submarines |

Flyers Stats

| | |
|----------------------|---|
| Chassis cost: | 5 CP for One-Piece Flyers, or (5 x Class Number) + (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed |
| Cargo Capacity: | ½ Power" |

HoverFlyers Stats

| | |
|----------------------|--|
| Chassis cost: | 10 CP for One-Piece HoverFlyers, or (10 x Class Number) + (area of chassis/10), rounded up |
| Maximum accel/decel: | ½ top speed; can turn in place |
| Cargo Capacity: | ½ Power" |

Treaded Vehicles Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|-------------|-------------|-------|-----|---------|-------------------------------|
| 1 One-Piece | Up to 10 | 16" | 2 | 1d10+4 | 2 (horses, chariots) |
| 2 Small | 11 to 50 | 14" | 4 | 2d10+4 | 2 (horse-drawn carts) |
| 3 Medium | 51 to 100 | 12" | 6 | 3d10+4 | 2 (catapults, siege towers) |
| 4 Large | 101 to 250 | 10" | 10 | 4d10+4 | 3 (multi-horse carriages) |
| 5 Huge | 251 to 400 | 8" | 14 | 4d10+8 | 4 (triple trailer big rigs) |
| 6 Enormous | 401 to 600 | 6" | 16 | 4d10+12 | 5 (mobile construction yards) |

Boats and Trains Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|-------------|-------------|-------|----------|--------|---------------------------------|
| 4 One-Piece | Up to 10 | 16" | – (5") | 1d10+4 | 1 (rafts, canoes) |
| 8 Small | 11 to 80 | 14" | 5 (10") | 2d10+4 | 2 (junks, rowboats) |
| 12 Medium | 81 to 200 | 12" | 10 (20") | 3d10+4 | 2 (Roman galleys, Viking ships) |
| 16 Large | 201 to 600 | 10" | 15 (30") | 4d10+4 | 3 (galleons) |
| 20 Huge | 601 to 1000 | 8" | 20 (40") | 4d10+8 | 4 (battleships, carriers) |

Flyers and Hoverflyers Table

| Class | Size (area) | Speed | Pwr | Armor | Minimum TL |
|-------------|-------------|-------|-----------|--------|------------------------------|
| 2 One-Piece | Up to 10 | 22" | 2 (1")* | 1d6+2 | 3 (hang gliders) |
| 4 Small | 11 to 30 | 20" | 4 (2")** | 1d10+2 | 4 (minicopters, prop planes) |
| 8 Medium | 31 to 90 | 18" | 6 (3")** | 2d10+2 | 4 (biplanes, fighters) |
| 16 Large | 91 to 200 | 16" | 10 (5")** | 3d10+2 | 4 (bombers, passenger jets) |
| 28 Huge | 201 to 400 | 14" | 15 (7")** | 4d10+2 | 5 (capital ships) |

Building Armor Value

| Class | AV | CP | TL | Power | Equivalent to... |
|-------|------|------|----|-------|--|
| I | 1d10 | × 1 | 1 | 2 | Wooden shacks, huts |
| II | 2d10 | × 2 | 1 | 4 | Plastic, unmortared stone, log walls, sandbags |
| III | 3d10 | × 4 | 2 | 8 | Concrete and stone |
| IV | 4d10 | × 8 | 4 | 12 | Steel and reinforced concrete |
| V | 5d10 | × 12 | 5 | 16 | Strongcrete |

Seige Weapon

| Lasers | TL | CP | Range | UR | -MP" | PwrRq | Size: Dots | Damage (Exp) |
|-----------------------|-----------|-----------|--------------|-----------|-------------|--------------|-----------------------|---------------------|
| MkI Laser | 5 | 15 | 20" | 2 | -1" | 2 | 4 | 1d10+4 |
| MkII Laser | 5 | 20 | 20" | 3 | -1" | 4 | 6 | 2d10+4 |
| MkIII Laser | 5 | 25 | 20" | 4 | -1" | 8 | 10 | 3d10+4 |
| MkIV Laser | 6 | 30 | 20" | 6 | -2" | 12 | 16 | 3d10+10 |
| "Yamato" MkV Laser | 6 | 45 | 25" | 8 | -3" | 15 | 20 | 4d10+10 |
| Ballistix | TL | CP | Range | UR | -MP" | PwrRq | Size: Dots | Damage (Exp) |
| MkI Mortar | 3 | 20 | 20" | 5 | -2" | 2 | 6 | 1d20 |
| MkII Mortar | 4 | 24 | 24" | 6 | -3" | 4 | 12 | 1d20+2d6 |
| MkIII Mortar | 4 | 28 | 28" | 7 | -4" | 6 | 18 | 2d20 |
| MkIV Mortar | 5 | 32 | 32" | 8 | -5" | 8 | 24 | 2d20+2d6 |
| MkV Mortar | 6 | 40 | 40" | 9 | -6" | 12 | 30 | 3d20+2d6 |
| Cannonball | TL | CP | Range | UR | -MP" | PwrRq | Size: Brik | Damage (Exp) |
| Cannonball | 3 | 3 | 16" | 6 | -3" | — | 1 Cyl. | 1d10+3* |
| Bombs | TL | CP | Range | UR | -MP" | PwrRq | Size: Brik | Damage (Exp) |
| MkI Exp. | 4 | 4 | — | 3 | — | 1 | 1 | 1d10+3 |
| MkII Exp. | 4 | 8 | — | 3 | -1" | 1 | 2 | 1d10+6 |
| MkIII Exp. | 4 | 12 | — | 3 | -2" | 1 | 3 | 2d10+3 |
| MkIV Exp. | 4 | 16 | — | 3 | -3" | 2 | 6 | 3d10 |
| MkV Exp. | 4 | 20 | — | 4 | -4" | 4 | 10 | 4d10 |
| MkVI Exp. | 4 | 24 | — | 5 | -5" | 8 | 16 | 5d10 |
| Missiles | TL | CP | Range | UR | -MP" | PwrRq | Size: Brik | Damage (Exp) |
| MkI Warhd | 4 | 6 | 20" | 6 | — | 2 | 1 | 1d10+3 |
| MkII Warhd | 4 | 10 | 22" | 6 | -1" | 4 | 2 | 1d10+6 |
| MkIII Warhd | 4 | 14 | 24" | 7 | -2" | 6 | 3 | 2d10+3 |
| MkIV Warhd | 4 | 18 | 26" | 7 | -3" | 8 | 6 | 3d10 |
| MkV Warhd | 4 | 24 | 28" | 8 | -4" | 12 | 10 | 4d10 |
| MkVI Warhd | 4 | 32 | 30" | 8 | -5" | 16 | 16 | 5d10 |

Mass Drivers

| Launcher | TL | CP | Range | UR | -MP" | PwrRq | Size: Dots | Dmg: X AV | Max Load Blox |
|-------------------|----|----|-------|----|------|-------|---------------|--------------|---------------------|
| Mk I | 3 | 40 | 20" | 7 | -12" | 5 | 10 | 1d10 | 1 |
| Mk II | 3 | 50 | 30" | 8 | -16" | 10 | 15 | 1d10+3 | 2 |
| Mk III | 4 | 60 | 40" | 10 | -20" | 15 | 20 | 2d10 | 4 |
| Mk IV | 5 | 70 | 50" | 12 | -24" | 20 | 30 | 2d10+3 | 8 |
| Mk V "Meteor Gun" | 6 | 80 | 60" | 16 | -30" | 30 | 40 | 3d10 | 12 |

Siege Equipment

| Item | TL | CP | -MP" | PwrRq | Size: Dots | Effect |
|--------------------------------|----|----|------|-------|------------|----------------|
| 5" Scanner | 5 | 2 | -1" | 1 | 4 | Scans Area |
| I Blok Vehicle Cloaking Device | 6 | 3 | -1" | 2 | 4 | Cloaks Vehicle |
| I" Base Cloaking Device | 6 | 10 | — | 2 | 4 | Cloaks Base |

Siege Conversion

| Original Trooper Stat | New Siege Stat |
|-----------------------|---|
| TekLevel | $TL + (Sx - 1)$ |
| Two-Handed | Same (only applies to a Robot with hands) |
| CP Cost | $CP \times Sx$ |
| User Rating | $UR + Sx$ |
| Move Penalty | $-MP" \times Sx$ (minimum -1") |
| Damage | $Damage \times Sx$ |
| Power Required | Sx Power |
| Maximum Damage | no limit |

Trooper Types

| Classification | Move | Armor | Skill | Specialty | Ratio | Cost (CP) |
|-----------------------------------|------|--------------------|----------|---|-----------------|-----------|
| Trooper | 5" | 5 | 1d6 | None | Troop | 5 |
| Amazons | 7" | 1d6+1 | 1d6 CC+2 | None | Troop | 6 |
| Scout | 12" | 1d6 | 1d6-1 | Targeting | Troop | 8 |
| Synthetic | 7" | 1d6+2 | 1d10 | Strength (Power: 2); Robot Brain | 5 | 8 |
| Slave | 6" | 1d6-1 | 1d6-1 | Strength (Power: 2); Pacifism | Troop | 4 |
| Pilot | 5" | 1d6-1 | 1d6+2 | Piloting | Troop | 6 |
| Mechanix | 5" | 5 | 1d6 | Mechanical Ability | 1 per Vehicle | 7 |
| Medik | 4" | 6 | 1d6 | Medikal Training | 1 per 10 Troops | 7 |
| Technik or Engineer | 5" | 5 | 1d6 | Technikal Training | 1 per 3 Slaves | 6 |
| Kamikaze or FreakoNutCase | 8" | 1d6-1 | 1d6 | Kamikaze Bomb | 1 per 4 Troops | 5 |
| Ninja or SpecialOp | 10" | 1d6+2; CC 3d6+2 | 3d6+2 | No Ranged Weapons (except thrown), Stealth and Spider Gymnastics | 1 per 7 Troops | 20 |
| Hero or Officer | 5" | 1d10+4 | 1d10+2 | 1 Stupendous Feat per turn | 1 per 7 Troops | 12 |
| Champion or High Commander | 10" | 2d10+1 | 1d10+2 | 3 Stupendous Feat per turn | 1 per Battle | 25 |
| Irregular Combatants Types | | | | | | |
| Classification | Move | Armor | Skill | Specialty | Ratio | Cost (CP) |
| Normal Person | 4" | 1d6-1 | 1d6-2 | None | Troop | 2 |
| Abnormal Person | 4" | 1d6-1 | 1d6 | None | 1 per 10 Normal | 3 |
| Belligerent Person | 4 | 1d6 | 1d6 | None | Troop | 3 |
| Riding Horse | 16" | 1d10+2 | 1d6 | 2 Power | Troop | 3 |
| Draft Horse | 10" | 1d10+4 | 1d6 | 4 Power | Troop | 3 |
| Mercenary | 6" | 1d6+3 | 1d6+2 | Piloting | * | 4 |
| Specialist | 6" | 1d6+2 | 1d6+1 | Mechanical/Medikal/Technikal Training | 1 per 10 Mercs | 6 |
| Auful Green Things | 3" | 1d20-3 | 1d6-1 | Really, really scary | 3 | 4 |
| Pirates | | | | | | |
| Classification | Move | Armor | Skill | Specialty | Ratio | CP |
| Cap'n | 10" | 2d10+1 | 1d10+4 | — | 10 | 21 |
| First Mate | 8" | 1d10+1 | 1d10+2 | — | 2 per Cap'n | 13 |
| Matey | 6" | 1d6 | 1d6 | — | Troop | 5 |
| Doc | 6" | 1d6 | 1d6 | — | 8 | 7 |
| Parrot | 12" | 1d6-2 | — | — | 5 | 5 |
| Monkey | 7" | 1d6-1 | 1d6-3 | — | 5 | 4 |
| MateDroid | 7" | 1d6 | 1d10 | — | 7 | 6 |

Belligerent People in Combat

| Type | Common Civilian Weapons | CC Bonus |
|-------------|----------------------------------|---------------|
| Space | All | — |
| Town | Shotguns, Revolvers | — |
| Renaissance | Flintlock (Pirate) guns, Sabers | +1 |
| Medieval | Armor, Crossbows, Horses, Swords | +1 |
| Tribal | Bows, Spears, Horses, Knives | +2 |
| Stone Age | Clubs, Spears, Fire, Grunting | +2 (+1 Power) |

Supernatural Equipment

| Item | TL | 2H | CP | Range | UR | -MP" | Effect |
|-----------------|----|----|----|-------|----|------|---|
| Little Cape | 0 | — | 12 | — | — | — | +2 Minor Aspect SP |
| Big Cape | 1 | — | 22 | — | — | — | +1d6 Minor Aspect SP |
| SuperHero Cape | 4 | — | 44 | — | — | — | +4 Single Ability SP |
| Hat of Power | 1 | | 12 | — | — | — | +2 Minor Aspect SP |
| Wizard's Hat | 2 | | 44 | — | — | — | +1d6 Major Aspect SP |
| Emerald PsiHelm | 5 | | 44 | — | — | — | +1d6 Major Aspect SP |
| Wand | 2 | | | CC | 2 | — | 1d6-1 Damage in CC, extends magical reach |
| Wizard's Staff | 3 | | | CC | 2 | — | 1d6-1 Damage in CC, extends magical reach |
| Wizard's Lance | 4 | | | CC | 2 | -1" | 1d6-1 Damage in CC, extends magical reach |

Cape Colors

| Color or Pattern | Minor Aspect SP |
|------------------|--------------------------|
| Red | Fire |
| Blue | Water |
| Brown | Healer, Earth, or JetEye |
| White | Healer, Air, or Ice |
| Black | Dark JetEye |
| Green | Plant or Nature |
| Yellow | Movement |
| Grey | Animation and Control |
| Dragon | Fire or Dragon |
| Snake | Water or Reptile |
| Bat | Evil or Necromancy |

Vehicle Ker-Pow! Table
Ker-Pow! Roll (1d20+Damage-Armor)

| Roll | What Happens |
|---|---|
| Any time a 1 is rolled, regardless of bonus | <i>The flash of the weapon blast fills the driver with a grim sense of purpose and the nearness of death inspires in him abilities he never knew he had.</i> The defending player gets 1 point with which to give the affected Pilot any Trooper Performance Modification he wishes. (See 7.1.2: Trooper Performance Modification.) |
| 2 | <i>In a freak coincidence, damage from the attack activates a MegaDestructoDevice hidden eons ago in a fold of subspace during a long-forgotten alien war. The battle ends instantly as everything in the quadrant is instantly converted into a sparse cloud of rare and unstable high-energy subatomic particles.</i> It is not really possible to get a 2 when rolling (1d20+Damage-Armor). If you get this result, you've done something wrong. |
| 3 | <i>The engine is hit lightly and begins spewing out clouds of dense smoke, enveloping the vehicle.</i> For 1d6 turns, the vehicle is at -1 to be hit by enemies, and the driver gets a -1 Skill modifier due to poor visibility. |
| 4 | <i>The driver receives an ugly bruise on his elbow and other minor contusions.</i> The driver gets a -1 Skill modifier for the rest of the battle. |
| 5 | <i>A minor concussion causes the driver to become confused and he has to radio for directions.</i> The vehicle stops and cannot move or fire for one turn. Flyers maintain a holding pattern. |
| 6 | <i>The driver becomes enraged and throws a fit, forgetting to steer or fire weapons.</i> The vehicle cannot fire for one turn. It travels in a straight line at maximum speed. |
| 7 | <i>The shot panics the driver, causing an intense need to relieve his bladder.</i> The driver must park or land his vehicle as quickly as he can and run for the nearest tree, fire hydrant, or alleyway (or whatever is available). He can do nothing else until he's spent a full turn there. |
| 8 | <i>The driver becomes enraged and swears a Personal Death Vendetta against the soldier, vehicle, or weapon that hit him.</i> The driver will do everything in his power to destroy the offender. He can focus on nothing else until that attacker has been destroyed. |
| 9 | If the vehicle has any Performance Improvements or Custom Vehicular Modifications: <i>The damage from the blast ruins one of the vehicle's fancy modifications.</i> One Performance Improvement is cancelled, or one Custom Vehicular Modification falls off. Otherwise: <i>The stress of battle becomes too much for the poor driver, who becomes demoralized and starts drinking heavily.</i> Every time a driving Skill Roll is called for, it fails automatically. Weapons are fired at -2 to Skill. |
| 10 | <i>The shot hits the weapons systems, and a weapon is blown off.</i> One weapon of the defender's choice falls off of the vehicle but is undamaged. If it is explosive, a roll of 6 on a 1d6 means it goes off when it hits the ground. |
| 11 | <i>The shot hits the weapons systems, and a weapon is blown off.</i> One weapon of the attacker's choice falls off of the vehicle but is undamaged. If it is explosive, a roll of 6 on a 1d6 means it goes off when it hits the ground. |
| 12 | <i>The back wheels (or treads, propellers, thrusters, etc.) of the vehicle are severely damaged or blown off. Unless the vehicle has a backup motive system, the vehicle may only move at half speed.</i> Flyers whose maximum speed is taken below 10" must attempt an emergency landing on their next turn. If you are using the optional Altitude Rules, then these Flyers do not have to attempt an emergency landing but instead lose altitude every round |
| 13 | <i>All forward gears are destroyed.</i> The vehicle may only move at half speed, in reverse. Flyers must attempt an emergency landing on their following turn. |
| 14 | <i>The primary motive systems (wheels, jets, etc.) fall off but are not damaged.</i> Unless the vehicle has backup motive systems, it is now a stationary vehicle. Flyers have one turn to pull off an emergency landing before they crash-land. |
| 15 | <i>The links between the main control system and the rest of the vehicle are severed.</i> Unless the vehicle has backup control systems, it is now out of control. It zips along at maximum speed, and the players take turns steering on alternate Movement Phases. Defender steers first. |

| | |
|------------|---|
| 16 | <i>The engine shoots out of the vehicle and flies straight up into the air.</i> The vehicle moves at half speed on its following turn and is then stationary. Turrets no longer rotate, hinges no longer hinge, power windows no longer work. You can still use the weapons by climbing over to them and firing them by hand. The engine lands 1d6 inches away (defender chooses exact location) on the defender's following turn, doing 1d6 plus half its Power rating in Damage (round up). |
| 17 | <i>The power cells overload.</i> All the weapons on the vehicle fry themselves and are destroyed. Any explosive weapons detonate. The vehicle moves at double speed on the following round and cannot steer. After that, the engine locks and it is a stationary vehicle. |
| 18 | <i>Arcs of electricity and clouds of shrapnel fill the interior of the vehicle.</i> The pilot and all troopers in the vehicle take the vehicle's AV in Damage. |
| 19 | <i>Arcing electricity, shrapnel, smoke, bursts of pure energy, and geysers of flame fill the interior of the vehicle. The driver explodes in a tremendous cloud of blood and viscera. The vehicle flips end-over-end and lands on its top.</i> The driver is destroyed. Passengers may be tossed clear, unless they are in an enclosed cabin, in which case they are pummeled into hamburger against the walls of the vehicle interior. If the vehicle survives the additional damage of flipping over (roll a Collision between the vehicle and the ground for the vehicle's current velocity), it is useless until it can somehow be turned right-side-up again. |
| 20 or more | <i>The engine explodes in a huge plume of fire, setting off the fuel system and causing a tremendous explosion. Everyone on the battlefield, friend and foe alike, cheer at this beautiful image, so dear to a warrior's heart.</i> The vehicle blows up, doing explosion damage equal to its Armor Value. Flyers nose-dive straight down and crash. Boats sink to the briny bottom. |

Subsystem Ker-Pow! Table
Ker-Pow! Roll (1d6+Damage-Armor)

| Roll | What Happens |
|---|---|
| Any time a 1 is rolled, regardless of bonus | <i>In a freak mishap, the weapon blast fuses crucial circuits and knocks mechanical bits into perfect alignment, causing the system to perform even better than before.</i> The affected system gets a minor upgrade. Controls get a +1 bonus to targeting, tires' TurnRadius tightens by 1", jet engines' top speed increases by 1", a weapon's range increases by 1", or some similar minor advantage as chosen by the defender. If the PBB targeted is not a part of any specific subsystem, then the defender gets no particular bonus besides the warm fuzzy feeling of not being dead. |
| 2 | <i>The weapons blast invokes the wrath of tiny godlike beings that happen to make their home inside the affected component. They vent their rage by causing everything within a parsec to be instantly annihilated.</i> It is not really possible to get a 2 when rolling (1d6+Damage-Armor). If you get this result, you've done something wrong. |
| 3 | <i>The component is heavily damaged.*</i> If there is a Performance Improvement associated with that component, the Performance Improvement is nullified. Otherwise, the effectiveness of the component is reduced by half. Damaged controls double the UR of weapons fire and Piloting rolls, damaged weapons fire half as far and do half damage, damaged tires' halve acceleration (if back tires) and double TurnRate (if front tires), damaged engines' top speed and Power are halved. If the target PBB's function is not one whose effectiveness can be halved (i.e. a light switch or a hinge), then it is rendered non-functional. If it has no particular function, then it is unaffected. |
| 4 | <i>The component is rendered nonfunctional.*</i> The component is no longer useful for anything but emitting smoke and sparks. I hope you have a backup. Without controls, you can't steer, accelerate, decelerate, or fire weapons (unless you climb over to them and fire them by hand). With broken front tires, you can't steer; with broken back tires, you can't accelerate; with either set of tires broken, your maximum velocity is halved and your TurnRate doubled. With a broken engine, nothing on the vehicle has any power. If the target PBB has no particular function, then it is blown off of the vehicle. |
| 5 | <i>The component is heavily damaged and blown off of the vehicle or base.*</i> If you could attach the component to a power source, it would operate at half effectiveness; however, since it's no longer attached it is useless. Set it on the ground next to the vehicle or base. |
| 6 or more | <i>The component is destroyed.*</i> Break the subsystem up into its component parts, remove half of them from play, and scatter the other half around the vehicle or base |

Robotic Vehicles: Chassis Size

| Tech Level | Maximum Vehicle Size | Largest vehicles of the era |
|-------------------|-----------------------------|--|
| 0 | (zero) | No vehicles unless you decide that CaveMen can ride DinoSaurS |
| 1 | One-Piece | Horses and canoes |
| 2 | 200 | Horse-drawn carts, triremes, siege towers, dragons, elephants |
| 3 | 600 | Pirate galleons, steam-powered trains |
| 4 | 1000 | Aircraft carriers, passenger jets, mega monster trucks |
| 5 | 2000 | Colony ships, spacefighter carriers, mobile construction yards |
| 6 | 5000 | StarShip Civilization city-ships |
| 7 | No Limit | Automated planets, artificially intelligent galaxies |

Robotic Vehicles: Armor

| Tech Level | Maximum Armor Rating | Heaviest vehicle armor in use |
|-------------------|-----------------------------|--|
| 0 | (none) | Hair, animal skins, CaveMan body odor, fleas |
| 1 | 1d10+4 | Leather, grasses, palm leaves, paint |
| 2 | 3d10+4 | Wood, bamboo |
| 3 | 4d10+4 | Stronger wood, limited iron and steel |
| 4 | 5d10+4 | Steel, plastics, composites and space-age polymers |
| 5 | 6d10+4 | Tritanium, synthetic duralloys, some energy shielding |
| 6 | 7d10+4 | Energy shielding, crystal lattice neutronium |
| 7 | No Limit | Temporal-spatial discontinuities, dynamically roving black holes |

Robotic Vehicles: Power Rating

| Tech Level | Maximum Power Rating | Strongest vehicle power source in use |
|-------------------|-----------------------------|---|
| 0 | (none) | Rocks, gravity, feet |
| 1 | (manual labor) | Horses, manual labor |
| 2 | 10 | Elephants, magic, huge numbers of disposable slaves |
| 3 | 15 | Wind, steam power |
| 4 | 20 | Rocket fuel, nuclear fission |
| 5 | 30 | Cold hydrogen fusion |
| 6 | 40 | Antimatter reaction, sustained quantum singularity |
| 7 | No Limit | Planck-energy distortion, hypermatter, superstring transformation |

Robotic Vehicles: Power Rating Sizes

| Tech Level | Minimum Vehicle Size for Power Rating |
|-------------------|--|
| Up to 2 | all Power is supplied by Horses, Slaves, or other beasts of burden |
| 3 | min. $3 \times \text{Power}^2$ from wind or steam |
| 4 | min. $2 \times \text{Power}^2$ from petroleum or nuclear fission |
| 5 | min. $1 \times \text{Power}^2$ from plasma or fusion |
| 6 | min. $\text{Power}^2/2$ from antimatter or spatial distortion |
| 7 | No Limit |

Robotic Vehicles: Ground Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/4)$ CP |
| Cargo Capacity: | Power'' |
| Max Accel/Decel: | 1/3 Maximum Speed |
| Class#/TurnRate: | $(\text{Stories of Height}) \times (\text{Armor}/5)$ [min 1] |

Robotic Vehicles: Treaded Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/2)$ CP |
| Cargo Capacity: | Power'' |
| Max Accel/Decel: | 1/3 Maximum Speed |
| Class#/TurnRate: | $(\text{Stories of Height}) \times (\text{Armor}/5)$ [min. 1], can turn in place |

Robotic Vehicles: Boat/Train Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/2)$ CP |
| Cargo Capacity: | $\text{Power} \times 2''$ |
| Max Accel/Decel: | 1/4 Maximum Speed |
| Class#/TurnRate: | $(\text{Armor}-8)$ [min. 4], rowed boats can turn in place |

Robotic Vehicles: Submarine Propulsion

| | |
|------------------|--|
| Cost: | $(\text{Power}/2)$ CP |
| Cargo Capacity: | Power'' |
| Max Accel/Decel: | 1/4 Maximum Speed, 1 Story of Depth per turn |
| Class#/TurnRate: | $(\text{Armor}-8)$ [min. 4] |

Robotic Vehicles: Flyer Propulsion

| | |
|------------------|--------------------|
| Cost: | (Power × 2) + 3 CP |
| Cargo Capacity: | 1/2 Power" |
| Max Accel/Decel: | 1/2 Maximum Speed |
| Class#/TurnRate: | (Armor/4) [min. 1] |

Robotic Vehicles: Hover Propulsion

| | |
|------------------|---------------------------------------|
| Cost: | (Power × 2) + 10 CP |
| Cargo Capacity: | 1/2 Power" |
| Max Accel/Decel: | 1/2 Maximum Speed |
| Class#/TurnRate: | (Armor/4) [min. 1], can turn in place |

**The Limb Ker-Pow! Table
(1d6+Damage-Armor)**

| Die Roll | What Happens |
|---|--|
| Any time a 1 is rolled, regardless of bonus | In a freak mishap, the weapon blast fuses crucial circuits and knocks mechanical bits into perfect alignment, causing the Limb to perform even better than before! The affected Limb gets a minor upgrade for the rest of the battle. A +1 Bonus to Skill or Damage when using the Limb, or +1 to Limb Armor would be good examples. |
| 2 | The weapon blast scrambles crucial control circuits in the Limb, causing it to become malevolent and evil. It attacks the Robot to which it is attached and all nearby friendly units! It is not normally possible to roll a '2' on this table. If you get this result, you have done something wrong. |
| 3 | The weapon blast scrambles the 'funny bone' circuit of the Limb, causing robo-tingling and poor nerve sensation. For the next 1d6 turns, any use of the Limb has a -1 Skill Penalty. If the Limb is being used as a leg, it incurs a -1" Movement Penalty as well. |
| 4 | The weapon blast causes a power surge, momentarily knocking the Limb's power conduit off-line. The Limb is paralyzed for 1d6 turns. It cannot fire weapons, activate tools, or be used for walking. |
| 5 | The weapon blast scrambles the commands to the Limb's control circuits, causing it to flail about in a dangerous manner. For one turn, the Limb is under the control of the enemy that shot it. It cannot fire its weapons or activate its tools during this turn. |
| 6 | The weapon blast knocks debris into the gears of the Limb actuators, causing all mechanical motion to lock. The Limb is paralyzed in its current position. It can still fire weapons, activate tools, and use Hands and Feet. |
| 7 | A vital connecting cable is severed and a weapon or tool mounted on the Limb is blown off. One weapon or tool mounted on the Limb falls off but is undamaged (defender's choice). |
| 8 | The Limb's main control board is fried. The Limb dangles limply and uselessly. It can no longer fire weapons or activate tools. It cannot be used for walking. |
| 9 | The Limb succumbs to metal fatigue and falls off of the Robot. The Limb is disabled and falls off of the Robot. |
| 10 | The Limb's main power unit explodes in a shower of sparks and venting plasma. The limb bursts into its component parts. The joint connecting the Limb to the Robot explodes in a 1d10 explosion. All major joints on the Limb separate as the Limb falls apart. Weapons and tools on the Limb detach and are disabled (as if they had received a 4 on the SubSystem Ker-Pow! Table). |