

Brick Rules

The Basics

Playing Style:

Each game turn is divided into movement and combat. All players move at once, then everyone resolves combat. Roll a dice to see who is the attacker for that turn. The next turn roll again. Luck is also an important part of anything we do so let us include a little bit here.

Units:

Minifigs, dragons, alligators, etc, are all counted as one unit. ALL units have ONE wound point. Other Wound Points can be accrued as per the rules below. These are also known as Hero Points, or 'weird' points.

Heroes:

Everybody gets 1 hero point per 10 units. Distribute them as you like. E.g, you have twenty minifigs (20 units) then you get 2 Hero Points. You can then designate two of your units as your Heroes. Each hero then has +1 to their attack roll and also adds +1 to their wound points.

'Weird' units:

If you have a 'weird' unit e.g, a dragon then you automatically get an extra +1 added to your attack roll. (Decide beforehand what is designated as a 'weird' unit)

Movement:

As it is Lego a basic minifig unit can move 5 X standard bricks (8 studs or 4X2) – this will be called M for movement – an infantry unit moves 5M. A mounted unit can move 10M. A charging unit can move double their usual moves. You must state which move you want to make before you move the units (normal move or charge move). Other vehicles, animals' movement rate can be decided on as they are built. For example, a big ponderous animal may be slower.

Rough Terrain:

Everything goes through rough terrain at half movement rate. Rough terrain is defined as anything that looks like it. Thick forest, mountain slopes, etc. A good rule of thumb is "if you can't line up your minifigs in neat rows, the terrain is rough." To work out the movement in terrain half the M rate for that unit. If the M rate makes it a half move then round up the movement. E.g., a basic unit has a movement rate of 5M – so this will be halved and rounded up to make a movement rate of 3M in rough terrain. A 10M movement rate becomes a 5M movement rate.

Combat:

Combat is resolved by rolling a 6-sided dice. Each combatant rolls a die, modified as below. If the attacker beats the defender, it is a 'hit' (see Dying). Each defender rolls only once, even against multiple attackers. Each unit may only attack once. If both die are equal, they have stunned each other for that turn. If multiple attackers attack one unit and that unit is stunned, then -1 for every other unit who attacks it that turn. Back to normal on the next turn. (not cumulative, i.e., only one stun per turn even if three attackers are equal)

Range:

Any unit within their movement range can attack another unit +M from the rules below.

Base to Base contact +1 to attack if it has a close contact weapon e.g., sword, dagger, garotte, etc

Weapons such as halberds, crossbows and longbows are -1 in base to base melee. So, it is best to stay at least 1M away if you have these weapons.

Modifiers

Armour:

Each piece of armour means the unit is armoured and adds +1 to attack and defence.

Note: a minifig with a helmet and breastplate is at +2.

Note: Armour does not add to attack with bows or crossbows.

Note: Artillery attacks mean +1 is NOT added to defence (except for shields)

Shield:

A shield adds +1 to defence, including artillery.

Weapon:

Each separate weapon a unit is holding adds +1 to attack. (+2 maximum – so even if you had 10 weapons you still can only get a maximum of +2)

Halberds will gain an extra +1 on attack.

All bows add an additional +1 to attack. (+2 maximum)

Crossbows cancel out any armour bonus the defender has if within 5M (after that the crossbow will lose power so the +1 armour bonus can come back into force).

Longbows, crossbows, halberds all require 2 hands to use. (so you do not get +1 even if you have other weapons)

Mounted/ Flying/ Height:

Any unit 'above' another one adds +1 to attack and defence. This counts for mounted units, flying things, and units on castle walls. A unit cannot have this advantage more than once. (mounted and flying is still only +1)

Note: this is a relative bonus: a mounted unit gets this bonus against a ground unit but would not have it against a flying unit (who would have it). A flying unit would only have this against a unit on a wall if they were flying higher than the wall, and so forth.

Cover:

If a unit is partly behind cover, (from the attacking unit's viewpoint) it gets +1 defense. If it is completely behind cover (ducked below a wall, behind a tree, etc) it cannot be hit unless falling debris from an artillery hit falls on the unit.

Charging:

Mounted units with lances get an extra +1 to attack if they move at least 2M before attacking.

Creatures: Combat modifiers can also be used to describe creatures. For example, while dragons have neither armour, nor shield, nor weapon, consider them as armed, armoured and shielded for the purpose of the rules. They also get +1 for each aspect. This makes them +4 on attack (armed, armoured, 'weird' and with height advantage), +4 on defence (armoured, shielded, 'weird' and with height advantage) and they are able to take 2 hits before dying.

Ranged Combat:

Units with crossbows can attack 10M away, and units with longbows can attack 15M away. Breath weapons have a range of 3M.

Other Rules:

Catapults (or, tossing things at other things): If you can build it, and it looks (even a little bit) like minfigs are operating it, then you can use it. Equipment needs to be manned by as many units as it looks like it takes. (at least 2)

Traps (and other nasty bits): Anything goes. Keep in mind that cool and interesting is much preferable to nasty. (see Spirit) Although both are, of course, better. Traps can be manned or unmanned. If they are unmanned, decide ahead of time what triggers the trap. A manned trap can be triggered at any time, even during someone else's turn.

Artillery: Artillery fire kills a unit that they hit, either directly, or on the first bounce. Optionally, treat a cannon as

a 20M weapon that ignores armour. (no attack bonus, though). If artillery (catapult included) hit a wall with a unit behind it roll a dice to see if the wall hit will fall into debris to kill, or injure, the unit. A roll of 6 is a wound away, whereas a 4,5 is a stun for that turn (so no movement or attack and defence as per stun rule in the Combat section). A roll of 1,2,3 then the unit shrugs the debris off.

Dying: Your units die if:

they take as many hits as they have. The default is 1 hit, modified by hero and 'weird' points.

Or hit by a cannonball. This requires 2 cannonball hits for large artillery, beasts, etc (decide before you start)

Or knocked over, squashed, sent flying, or otherwise abused by a trap, catapult, tossing thing, or other destructive device. (2 hits for large units)

Hazards:

The wilderness should be a dangerous place for the unwary. Therefore, have natural hazards out and about. Things like, remote shrines and/or a monorail dragon. Usually we give natural hazards enough 'weird' points that it's easier to just avoid them, but they can be killed if necessary. The shrine was just something that should not be messed with, as it summoned a very nasty balrog, who stomped on whoever was dumb enough to mess with its shrine. In the case of the monorail dragon, it was considered armed, armoured and always higher than everyone, as well as shielded. This gave it a basic +3/+3 in combat. We then gave it 5 'weird' points, making it a very nasty +8/+8, and able to take 6 hits. Defeating a natural hazard should provide some reward to make it worth attempting (a magic sword, or a chest of gold, or some such thing).

Hard-to-kill Things:

Some things on the field (like the monorail dragon, for example) may be pretty much impossible to kill. So, if multiple units are attacking a single target each attacker that rolls a six on the die can choose to try and cause a hit themselves (unit plus hard to kill unit both throw a dice. The winner takes a hit. Normal units will die if HTK wins, HTK loses one HP until they get to 0 HP). In this way, hordes of units can swarm big nasty things, and eventually kill them (after incurring heavy losses, usually)

Winning: Set a mission objective. Such as capture the tower, open the chest, leave the forest. Award Victory Points to a unit, or group of units. Add veteran points (an extra VP) for every ten tasks completed.

Optional Rules:

Magic Points: Add magic points (MP) to certain units if you want them to be wizards, etc. They can give out magical potions, spells to units, such as make units run fast for one turn, freeze an enemy unit for one turn, etc. Decide as you go along. Usually the spell will only last one turn though.

Flee Screaming: Morale rolls are needed if the unit's coherence is down to half – so if ten units become five or less, they roll a die and if it is a six then they flee. If a 4,5 then they freeze for a turn. 1,2,3 they can carry on fighting.