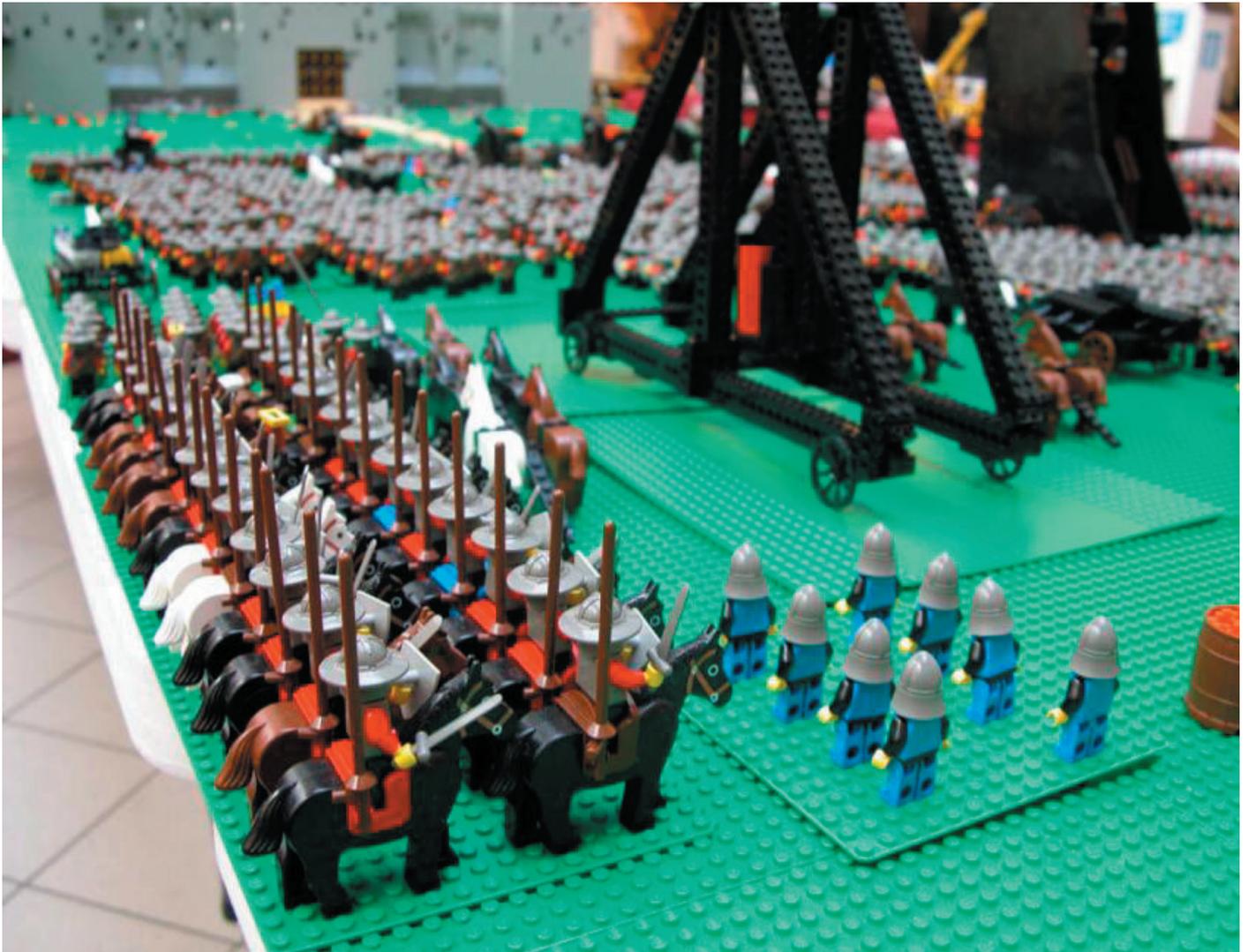


# Brick Battles



Simple, fast rules.

So you can get to the carnage quickly.

**Spirit:** Just a quick note about the intent of these rules. Lego® is a toy (A brilliant, engaging, and challenging toy, but still a toy). The intent is to have fun, and thus these rules are very casual. The primary purpose of these rules is to get together with a bunch of similarly minded Lego® maniacs, build our toys, and then play with them. The object is only vaguely to win.

## Introduction

In 1998, I returned from a trip to Holland addicted to Lego® (It's my wife's fault!) My initial obsession caused a chain reaction, and within a week of getting back and showing things to our friends, many of them dug their old Lego® out of dusty boxes and the backs of parental closets, and pretty soon we were set up for a war. However, when cruising the net trying to find rules, I only found one or two systems for Lego® wars, and they seemed horribly complicated. Where were the simple rules (mostly made up on the spot) from my childhood?

So, we needed rules, and having spent hours attempting to make things easier by finding someone else's, we gave up and made our own in about 10 minutes. Those rules, modified and grown a bit, are what you find here.

## Rules

### The Basics:

Playing Style:	Each game turn is divided into movement and combat. All players move at once, then everyone fights at once. However, like all the rules, feel free to experiment & decide what works best for your group. I'm a medieval freak, so these rules were designed with the castle era in mind.
Units:	Minifigs, dragons, alligators, they're all the same to me. I do suggest distinguishing between decoration and actual units that can move and fight.
Hero Points:	Everybody gets some number of hero points. I suggest 1 point per 10 or so units as a good ratio. You can distribute them as you see fit (five 1 point heroes, one 2 and one 3 point hero, or whatever). Each Hero point a unit has adds + 1 to all combat rolls, and 1 extra 'hit'. (hits are explained later)
Weird things:	People have a tendency to build weird monsters and cool-looking things. Creativity being good, we reward this with 'cool points'. Neat things get 1 cool point, and really neat things get two (or more). Cool points act just like hero points.

### Movement:

*You will see 'CM' used various places to indicate a distance. The abbreviation 'CM' stands for 'Convenient Measure', which is my way of saying use whatever you like. I use the 'outstretched pinky to outstretched thumb' method, and it works just fine. A 1x10 brick is a good CM for a battle in a smaller area.*

### Rate:

- Minifigs can move two CMs.
- Horses and flying things can move four CMs.
- Most vehicles move at the same speed as whatever is pulling it (slave drawn siege towers would move 2 CMs, horse-drawn chariots would move 4 CMs.), or less if it looks big and slow.
- Other things move about as fast as you think they should. (As an example, we decided that alligators moved 2 on land and 4 in water).

*Tip: A good way of keeping track of flying things is to stack a number of blocks under them or beside them, indicating how many CMs up they are.*

**Rough Terrain:** Everything goes through rough terrain at half 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."

## Combat:

Combat is resolved by rolling 6-sided dice. Each combatant rolls a die, modified as below. If the attacker beats the defender, its a 'hit' (see Dying). Attack and defense are figured seperately (from the same die roll), and each combatant rolls only once, even against multiple attackers. Each unit may only attack once.

## Modifiers:

- Each piece of armor means the fig is armored and adds +1 to attack and defense.  
*Note: Armor does not add to attack when using bows or crossbows.*
- A sheild adds +1 for defense only.
- Each weapon a until is holding adds +1 to attack only.
- Halbards, bows, and crossbows have special rules (see below).



This guy is +1 on attack, and has no bonus to defense:

No armor: +0 to both  
No shield: +0 to defense  
A sword: +1 to attack



This girl is +2 on attack, and +2 on defense:

Helmet: +1 to both  
Shield: +1 to defense  
A sword: +1 to attack



This guy is +3 on attack and +3 on defense:

Helmet and breastplate +2 to both  
Shield: +1 to defense  
A sword: +1 to attack

**Two-hand weapons:** Some weapons get cool bonuses. This is because they take both hands, and a minifig can only use one of them.

- Halbards (and other really big weapons) will cause an extra 'hit' when doing damage.
- Bows are +2 to attack, instead of +1 like other weapons.
- Crossbows cancel out any defense bonus the defender would normally get from armor.

**Mounted/Flying/Height:** Any unit 'above' another one adds +1 to attack and defense.

This counts mounted units, flying things, and units on castle walls. A unit can't have this advantage more than once (mounted and flying is still only +1)

*Note: this is a relative bonus: a guy on a horse gets this bonus against a guy on foot, but not against something flying. 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 something (from the attacker's viewpoint) it gets +1 to defense. If it is completely behind cover (ducked below a wall, behind a tree, etc) it can't be hit (but also can't shoot back).

**Charging:** Mounted units with lances get an extra +1 to attack if they move at least 2 CM's before attacking.

**Creatures:** Combat modifiers can also be used to describe creatures. For example, while dragons have no armor, shield or weapon, we considered them armed, armored and shielded for the purpose of the rules. They also got 1 'cool' point. This made them +4 on attack (armed, armored, 'cool' and height advantage), +4 on defense (armored, shielded, 'cool' and height advantage) and able to take 2 hits, which seemed about right.

**Ranged Combat:** Units with crossbows can attack three CMs away, and units with longbows can attack five CMs away. Breath weapons have a range of one CM.

## Other Rules:

**Catapults (or, tossing things at other things):** If you can build it, and it looks (even a little bit) like minifigs 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 is of course, better. Traps can be manned or unmanned. If they're unmanned, decide ahead of time what triggers the trap. A manned trap can be triggered at any time, even during someone else's turn, but there has to be a minifig there to do it (it's OK if he's doing something else, like attacking or defending).

**Cannons:** References to cannons in these rules are for the older style that actually fire. Cannons kill a unit that they hit, either directly, or on the first bounce. Optionally, treat a cannon as a 5 CM weapon that ignores armor. (no attack bonus, though)

**Grabbing Stuff:** You're allowed to pick stuff up and put it on (like if your guy doesn't have a helmet, and you just killed a guy that does), but doing that means you can't attack that turn. If someone attacks you, you roll a die for defense, but can't do any 'hits'.

**Dying:** Your units die if:

- they take as many hits as they have. The default is 1 hit, modified by hero and cool points.
- hit by a cannonball.
- knocked over, squashed down, sent flying, or otherwise abused by a trap, catapult, tossing thing, or other destructive device.
- knocked over, squashed down, sent flying, or otherwise abused by giant, uncontrollable monsters. Some people own cats & dogs, and some have children. *It is considered bad form to bribe the giant monsters, or to drag string through other peoples armies.*

**Hazards:** The wilderness should be a dangerous place for the unwary. Therefore, have natural hazards out and about. Some that our group has used are the remote shrine and the monorail dragon. Usually we give natural hazards enough 'cool' points that it's easier to just avoid them, but they can be killed if necessary. The shrine was just something that shouldn't 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, armored and always higher than everyone, as well as shielded. This gave it a basic +3/+3 in combat. We then gave it 5 'cool 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 from the last page) may be pretty much impossible to kill. So I've added a rule for multiple units attacking a single target. Each attacker that rolls a six on the die can choose to try and cause a hit themselves (which is normal), or to add +1 to the next attacker who gets a six. In this way, hordes of units can swarm on big nasty things, and eventually kill them (after incurring heavy losses, usually)

**Winning:** Did you have fun? Then you won! :)

## Optional Rules:

Why? Because there's always options!

**Hero points:** The only optional rule that I use much is letting people use their hero points for things other than +1 combat/+1 hit. These included being able to make an extra attack, 'super fast' (which let a minifig go at horse speed), extra range (+1 CM per hero point), and anything else which was neat and not too powerful. One person used hero points to make his crocodiles fire-breathing, and another to let his monkey use all 4 limbs and balance on its tail.

**Flee Screaming:** In our first war, our group decided (shortly after someone let the Balrog loose) that a unit could go twice as fast (4 CM's) by dropping its weapons (and shield), turning tail and running all the way home.

## Credit where credit is due

Lego® is a registered trademark of the Lego® Group, and they neither endorse, support, approve of, or even know about (probably) this game.

Eric, Raven, DonDon, Fox, and all the others who tolerated and encouraged my obsession, and - of course - participated in that first war that these rules sprang from.

The huge community of grown-up (and not-so-grown-up) fans of Lego® toys. Most especially the rest of the gang up here in the frozen north, the Northern Alberta Lego Users Group ([www.nalug.org](http://www.nalug.org)). Also the smaller but just as enthusiastic crew that brings Brick gaming of all kinds to conventions and other places: GameLUG ([www.gamelug.org](http://www.gamelug.org)).

I hope you enjoy these rules as much as I have!

James



*These rules will always remain freely available on-line in .pdf format. They are also available from Blank Shield Press in a pocket-sized 3x5" booklet for \$5 USD. The booklet is printed in color, folded and spine-stapled with a cardstock cover. It ends up costing me about \$5 USD to produce, but they're really cute.*