BRICKMECH

BrickMech is a game of futuristic armored combat played with modular Mechs made out of construction bricks. The game is designed to be a rich gaming experience that's simple to play, so all rolls in the game are made with standard six-sided dice.

Objective: To be the player or team with the last unit standing. Individual games may be played with other objectives—destroying a target, gaining possession of something, protecting a resource, etc.

HOW TO PLAY

1. Create a Mech by combining preconstructed modules —1 leg unit, 1 torso, 2 shoulders, and 2 arms. These modules are designed to be interchangeable between Mechs, so if you blow a part off another Mech you can swap it in if it will improve your statistics.

2. Draw up stats for your Mech using a Record Sheet.

3. Begin the game rounds. The game consists of multiple rounds of combat; a round begins with each player rolling initiative. Players then alternate taking action with their Mechs.

THE ROUND

Roll Initiative

At the beginning of a round, each player must roll two dice for initiative, adding the Mech's initiative bonus to the result. The player with the highest total Takes Action first.

- If two or more players tie, higher initiative bonus breaks the tie.

- If initiative bonus is also tied, players should roll again to see who goes first, again adding the initiative bonus. This second roll only breaks the tie— players keep their original initiative number.

When the highest-initiative player's actions are over, the next player in initiative order may proceed.

Take Action

Each player, on his/her turn may declare zero to three actions with a Mech. Actions are Move, Attack, or Scavenge.

- A Mech may perform up to two actions without gaining heat.

- If a Mech performs three actions it has rushed. Place two Heat Markers on the Mech's base at the **beginning** of its third action.

- A Mech can do a number of different combinations of Move and Attack in a round, but it may not take three Move actions nor three Attack actions nor three Scavenge actions.

- A player can wait to see the outcome of an action before declaring the next action.

Move Action. As a movement action, a Mech may move up to its Movement Points.

- To move a unit, put the Brick Ruler against its base and advance it, measuring movement in Bricks[1]. Each Brick worth of forward movement (or fraction thereof) costs one Movement Point. Each Brick worth of backward or sideways movement or fraction thereof costs two Movement Points.

- Every 90 degrees of turning (or fraction thereof) costs one Movement Point. Units turn in place (keeping the center of the base in place).

- A Mech cannot split one Move action before and after an Attack.

- Players may agree before a game that certain terrain costs more Movement Points to cross.

Attack Action. When a player makes an Attack action with a Mech:

1. The player declares the target.

2. The attacking player determines range by measuring the distance between the closest points on the attacker's and defender's bases using the BrickRuler.

Range		Distance
Melee	•	Less than or equal to 3 bricks
Short	•	Greater than 3 bricks
	•	Less than or equal to 10 bricks
Long	•	Greater than 10 bricks
	•	Less than or equal to 20 bricks
Out of Range	•	Greater than 20 bricks

If the target is out of range or in a range for which the attacker has no Attack Dice, the attack fails. The player may not declare another attack as the same action.

3. Players determine if the attack is in the attacker's main firing arc. White pips on the base of a unit show its main firing arc; for a vehicle with a turret, any angle falls within its main firing arc.
Mechs have secondary firing arcs indicated with grey pips. (See Figure 1.) If a unit attacks outside its main firing arc, it suffers a negative attack modifier shown

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[1] When these rules refer to Bricks as distances for movement and range, they're using a standard four-stud-long brick as the measure.

on the table below.

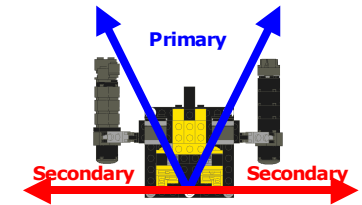A Mech may not fire outside its primary and secondary firing arcs.

Figure 1: Firing Arcs are determined by the pips on the Mech's base.

4. The attacker rolls the all his/her Attack Dice for the appropriate range, adds his/her Targeting Bonus, and adds any attack modifiers.

5. The defender rolls his/her Defense Dice, adds his/her Dodge Bonus, and adds any defense modifiers.

6. The defender calculates damage by subtracting his Defense score from the Attack score. A negative or 0 result means no damage resulted. The defender must mark all damage from the round off his Armor Points.

No attack may result in more than 5 points of damage. For every full 5 points difference between Attack and Defense, the defender must make a Massive Damage roll from the table on the record sheet. When recording the result, remember that bonuses may go negative but dice do not go below 0.

Modifiers to Attack Rolls

Heat
-1   For each attacker's heat marker

Firing Arc
-1   Attack is in a secondary firing arc

Modifiers to Defense Rolls

Heat
-1   For each defender's heat marker

Cover
A defender may be partially covered by an obstacle—another Mech, a building, a botanical or geographical feature, etc. To measure cover, put your head behind the attacker and estimate how much of the defender is blocked visually.

+1   Defender is partially covered by an obstacle, but less than 25%

+2   Defender is at least 25% but less than 50% covered by an obstacle

+4   Defender is 50%-75% covered by an obstacle

Defenders more than 75% covered may not be attacked.

Attacked from Behind
-3   Attack comes from defender's rear (outside Primary and Secondary Arcs)

If a unit is reduced to 0 or fewer Armor points, the unit is considered destroyed. After rolling any Massive Damage rolls, leave the shoulder/arm assemblies (if any remain) on the field, making a note of their remaining dice, then remove the Mech from the field.

Scavenge Action. As one Scavenge Action, a Mech may detach a shoulder with the attached arm, if any, detach just an arm, **or** mount an arm, shoulder, or arm+shoulder within 1 Brick and attach it on the appropriate, empty slot.
- When detaching, on the Mech's record sheet, remove the old dice from the removed part(s) both in the

Players should agree which, if any, of these rules they're following before the game begins.

Players with More Than One Unit
When rolling initiative, any player with more than one Mech should only roll once, adding the highest initiative bonus.

During the round, go through the initiative order with each player choosing one Mech to take action. When all players have taken action with one unit, go through the initiative order again; any players with **another** unit may take action with it. The same unit may not go twice in a round. If any players have a third unit, repeat the initiative order until all players have moved all units. When all units have taken action, the round is over and a new round begins.

Critical Hit and Critical Defense
- **Critical Hit:** If a player rolls all 6s on an Attack Roll which has more than one Attack Die, the defending player must make an additional Massive Damage roll. Even if the Defense Roll was higher than the Attack Roll, the player must make this Massive Damage roll.
- **Critical Defense:** If a player rolls all 6s on a Defense Roll which has more than 1 Defense Die, then the defending Mech loses no Armor Points and makes no Massive Damage rolls from this attack.

If the attacking player rolls a Critical Hit and the defending player rolls a Critical Defense, then the defending player loses no Armor Points and makes no Massive Damage rolls from the attack, but still must take a Massive Damage roll for the Critical Hit.

proper location and in the Attack Dice totals. Leave a note near the part listing its side and its dice.
- When attaching, add the dice for the new parts. Make sure to update the Attack Dice totals.

Each component has to be placed in its proper place. An arm must be attached to a shoulder; it cannot be attached directly to the torso. All arms and shoulders are either left or right and must be attached on the proper side.

Ending a Turn
When a unit is done with its actions:

OPTIONAL RULES

Alternate Firing Times
Usually Mechs attack during their turn. However, there are two additional times when a Mech may make its attack:
- **Return Fire:** If a Mech has not fired in the current round (either before or after its turn) and is attacked by another Mech within its firing arcs, the player may declare Return Fire when attacked. In Return Fire, both players roll their Attack Roll at the same time, roll the Defense Roll at the same time, and resolve the damage at the same time. Return Fire may only come from a Mech against which an attack is declared, and must target the attacker. The Return Fire attack counts as one action for the Mech for the round.
- **Hold Fire:** If a player wishes not to take any action during his/her turn, s/he may declare Hold Fire. The player should secretly write down the range (Melee, Short, or Long) and the firing arc (Primary, Left Secondary, or Right Secondary) for which s/he is Holding Fire. As soon as another Mech enters the desired range and arc, the player may reveal the secret note and roll his/her attack. The player need not attack the first Mech to enter the range and arc; s/he may wait for a particular Mech. The Mech may only take one Hold Fire attack per round. If a Mech declares Hold Fire, it only loses 1 Heat Marker at the end of the round; a Mech holding fire cannot lose a second heat marker for taking no actions.

Charge
If a Mech takes a Move action immediately prior to a Melee Attack action (in the same round), and that Move includes at least 3 bricks' movement in a straight line to the target, the Mech gains an extra Attack die for the Attack action.

- Remove Heat Markers based on the number of actions taken this round: 0 actions = -2 heat, 1 action = -1 heat, 2-3 actions = -0 heat
- Remove one Armor Point if the Mech has 6 or more Heat Markers.
- Make a Massive Damage roll if the Mech has 8 or more heat markers.

A FINAL NOTE
When any question of judgment arises (such as firing arc or cover), a decision by the majority of the players is binding.

Targeted Shot
Sometimes it's to an attacker's advantage to target a specific part of the defender. If an attacking player wishes to call a Targeted Shot on a location which is clearly visible from the Mech's vantage, the Attack suffers a -4 penalty. Defense is rolled normally.

If the attack deals damage, Armor Points are deducted as usual; if the attack causes one or more Massive Damage rolls, however, the defending player only does the Effect Roll for each—all Massive Damage is taken on the targeted location.

Adapting Ranges
Depending on the size of your playing field, the ranges specified in these rules may be too large or small for a reasonable-length game. If you wish to change the ranges for your game, just keep two things in mind:
- The Melee Range should work visually; a Mech shouldn't be considered to be in Melee Range if it doesn't look like the attacking Mech could hit it. Generally you don't want more than 2 bricks for Melee Range; on the other hand, if you make Melee Range too small (like "in base contact") it can be very difficult for Mechs to engage in Melee attacks.
- The Long Range should be double the Short Range, whatever you decide that is. Short Range should be *at most* half the shorter dimension of the playing surface.

Faster Initiative
To speed up larger games, all players roll initiative as normal, but rather than following each initiative roll, start with the highest initiative and then proceed clockwise if the initiative is an even number and counterclockwise if odd. Switching the order in this way prevents one player from almost always going before the person on one side of him.