

Each armored vehicle class **M2** or higher grants the enemy's forces **one** (x1) Rocket at no cost. Vehicle vs vehicle or heavy weapon vs vehicle hits are determined by the **total** of the attacking D6 roll, if the total meets the threshold below, the target vehicle rolls to save for **1 point** of damage (D6:4+)

Fighting From Inside Buildings

unit must be in contact with the side of the building it is firing from, limit # of Atk modifiers to 2 per window/door on the firing side of the building
If max (3D6+) Atk roll before modifiers used, all models in unit may be hit

Elevation

A height differential of 5 or more blocks negates save bonus for Hard Cover (low-ground) and incurs a stackable +1 to hit to 1D6 (high ground)

Casualties, Suppression & Rallying

The player who suffers the casualty may select the mini to be removed from the fight. If a unit loses 2 or more minis in one action it is **Suppressed** (bright red marker) for the next turn and must rally before **moving**, attacking or taking **reactive fire** in the next turn. Suppressed units must rally at the beginning of their next turn (without expending an action) - Weapons may be dropped where a mini or unit was eliminated and picked up at any time at no cost.

Rallying: 1D6:4+ to rally (max +2 bonus) Players must attempt to rally at the beginning of their turn without expending an action and may expend an action to attempt to rally again if so desired.

Close Combat – within 6 studs; 1D6 per mini up to 4D6. 2+ carbines or sub guns adds +1D6, each shotgun adds +1D6 Natural 6 is still a kill for both parties, natural 1 incurs a save. 3+ Vets:+1D6, each vet +1 to total. Close combat weapons/bayonets: =1/ea to total, 3+ vets: +1D6 Highest total=1 enemy kill – **Winner may repeat close combat at no cost.**

Long Shot: -1D6 to attack for every 4 studs past max. range.

Vehicle vs Vehicle or **Heavy Weapon** vs **Vehicle hits** are determined by the total of the attacking D6 roll, if the total meets the threshold below, the target vehicle rolls to save for 1 point of damage (D6:4+)

Armor cost (bottom) + Weapon cost (right)

X _{D6} 'Hits'	C1 ¹	C2 ²	L1 ³	L2 ³	M1 ³	M2 ⁴	M3 ⁴	H1 ⁵	H2 ⁵	pts
Infantry Swarm ₁	6	7	8	9	10	12	14	15	16	-
MG ₂	9	10	11	13	14	-	-	-	-	20
HMG ₂	7	8	9	10	11	13	14	-	-	30
L Cannon ₃	9	10	12	14	16	17	18	19	20	45
H Cannon ₃	9	9	10	11	12	13	14	15	16	60
LAP ₃	8	8	8	10	12	13	14	15	16	70
MAP ₄	7	7	8	10	11	12	13	14	15	80
HAP ₄	7	7	7	9	10	11	12	13	14	90
Speed (studs)	36	30	28	24	20	18	16	14	12	-
Points	55	75	90	100	120	140	165	175	200	+

All "6's" result in automatic damage

- *Dismounting crew/infantry from a vehicle costs an action unless stated otherwise – max 12 studs
- *Rotating a turreted weapon over 45 degrees costs an action unless stated otherwise
- AP vs. single wall/ in full cover -1D6 (targets get +1 to save) (AP=Armor Penetrator (Tank Gun))
- Each armored vehicle class M2 or higher grants the enemy's forces one (x1) Rocket at no cost.

Infantry VS Armor: Only grenades/rockets and designated Anti-armor weapons (HMG or heavier) may be used. 1D6:4+ per model wielding or crewing an AT weapon + modifiers. **Armor saves (1D6:5+)**

Infantry Swarm: An infantry unit which makes contact with a vehicle may choose to 'swarm' the vehicle as an attack. Attacker rolls 1D6 per soldier in contact with the target model.. See Armor Table above^

Roadkill: If enemy infantry is in the vehicle's path, one save is rolled

Disabled: Vehicles which incur 2+ damage in one TURN are Disabled and can not **attack** for their next turn

Vehicle Cover: Vehicles attacking another vehicle which is less than 50% visible are limited to 3D6 max to attack

BRICKACTION

Brick-Based Strategy Battle Game
"20th Century Skirmish"

Core Guide V1.1

BrickAction is A fast-paced, easy to play tabletop battle game made to utilize your favorite building blocks and minis!

Setup

Determining a place to do battle can be as simple as clearing space on the coffee table with clutter as terrain or as involved as constructing an elaborate map with buildings, vegetation and vehicles (there's no shortage of compatible sets!) Practically any major building toy brand makes sets that serve as excellent terrain for tabletop wargaming.

A play area of 30" x 30" is recommended

Who goes first? - "Roll-off"

Each player rolls a D6, whoever rolls the highest gets to either; take the first turn OR choose which zone (16 studs) or end of the map to deploy from.

Turns & Actions

Each player is allotted **3 actions per turn**.

One action is carried out by one unit unless stated otherwise.

Actions; Moving a unit, Attacking, Activating Objectives, etc.

Objective

The objective of the game, of course is to have fun, but how the game is won can be determined by the players or picked from the following;

- Eliminate all/most of the enemy's forces
- Capture/defend an objective within/through a certain # of turns
- Eliminate the target unit/defend the target unit
- Capture the flag

Action 'Holds'

Players may expend **ONE** action to designate an immediate response (full attack roll, full movement/action, go/rise from prone) to an specified enemy **action**. (i.e: to attack/move if a specific enemy unit attacks or moves) - negated by unit suppression - If a unit's hold attack is triggered, that unit may not attack again the following turn – A unit which has placed a hold action to attack may not take reactive fire on any unit further than 16 studs away from the target unit - Also, a unit which attacks may not place a hold action to attack in the same turn



Points – players should determine how many *points* to allocate each side depending on objectives, play area and types of units involved

Infantry Weapons (add to unit costs)

	Cost	Rng	(#in unit) Atk Mod
Repeater	<i>free</i>	32-64	(x3) +1D6 (x5) +2D6
SMG	<i>free</i>	48	(x3) +1D6 (x5) +2D6
Battle Rifle	10pts	32-64	Counts as x2 <i>Repeater</i> , or x1 <i>carbine</i>
Shotgun	10pts	32	+1D6 (max 2)
Carbine	5pts	60	(x2) +1D6 (x3) +2D6
Sniper Rifle	15pts	48-80	+1D6 (Max 1 if regulars, max 2 w/2x veterans) May only be in unit with other sniper/spotter
Support	20pts	48/64	+1D6 / +2D6
Smoke Grenade	5pts	40	Deploys a 16x16 smoke screen for <u>one action</u>
Grenade	5pts	40	+1D6 – <i>Single Use</i>
Rifle Grenade	10pts	40-64	+1D6 – <i>Single Use</i>
Rocket	10pts	16/48	+2D6/+1D6 (3D6 max on front/side of tank) <i>Single Use</i>
Max Unit Range: A unit's max range is that of their longest range weapon			

Single Use weapons may be used independently (1D6+) and if so, must be used individually (separate actions)

Heavy Support – 65pts – (2x regular infantry crew) Base Atk max 2D6 +2D6/+3D6 w/loader (max 2 crew per heavy support) extra infantry may be attached to a heavy support unit as replacement crew only. Requires 2 crew to move ½ speed, 3 crew to move full speed (Range: 70)

Units

Squads of up to 5 minis with weapons and equipment. 1 'free' veteran and 1 free Grenade or smoke grenade Per 5 minis/unit

Reg. Infantry – 10pts/ea.
Veteran – 15pts – Adds +1 to <u>one</u> D6 for attack rolls (not stackable) and +1 to rally (stackable)
Spotter – 55pts – Allows sniper unit to reactive fire on up to 2 enemy units in a single turn. <i>No base attack D6 without <u>sniper rifle</u> – counts as an officer</i>
Officer – 35pts – limit 1/unit, +1 to rally unit, unit may go/rise from prone <u>at any time</u> without expending an action. Counts as a veteran
Field commander – 50pts – Grants the <u>unit</u> up to 3 extra actions of any type throughout the game. +1 to rally units within 32 studs, counts as an <u>Officer</u>
Ranking Commander – 80pts – Up to 3 bonus actions* throughout the game, +1 to rally units within 32 studs, counts as an <u>Officer</u>
General – 100pts – limit 1, +1 Action per turn *, +1 to rally units within 40 studs, counts as an <u>Officer</u>
Commando – 45pts – unit may 'split' an action (½ movement/up to 4D6 Atk) or may split an action of <u>one type OR</u> move up to 24 studs in one movement action <u>up to three times per game</u> . Counts as <u>officer</u>
Medic – 40pts – Adds a +1 to <u>1D6 per save roll</u> . Units with medics can roll to save on up to 1 natural 6 <u>per game including sniper attacks</u> . Counts as a veteran. <i>Medics bonuses do not affect Close Combat.</i>

**bonus actions apply only as long as model is on the board and may be used once per turn per special unit*

Reactive Fire – 1D6 attack roll taken whenever an enemy in LOS (and in range) moves more than 4 studs in the open or 8 studs behind cover. 1D6:4+ to hit, no mods, any natural 6 is an automatic casualty. 1 reactive per enemy move regardless of # of actions expended. Units which have attacked in the previous turn may not take reactive fire unless stated otherwise

Reactive movement – A unit which destroys an enemy unit in one turn (from 2+ models to none) may move up to 16 studs in the general direction of the destroyed unit without expending an action

Movement – Infantry units move 16 studs (5”) per action (up to 32 studs/turn total) unless stated otherwise. Units may expend an action to go **prone** (bright blue marker) which adds a +1 to save in the open and in soft cover, totally obscures units behind hard cover from the front. Units wit 3+ veterans, officers may also go **prone** as a *reaction* (no action) to being attacked. Units may **crawl** at ½ movement while prone

Attacking – Designate one of your units to attack a target unit within range and not behind total cover

- Attack roll (Atk):** Infantry units roll 1D6 *per mini* up to 3D6 before weapon modifiers unless stated otherwise. All natural rolls of '6' incur a casualty unless stated otherwise
- Saving rolls(D6:4+):** any attack roll of 4+ incurs a save on the target unit up to the number of minis remaining in the unit.
 - Hard Cover (3+ blocks high, low wall, rocks, sandbags, etc.)** adds a +1 to save (stackable w/medic bonus, etc. Max +2) ***½ movement through/over barriers that constitute hard cover***
 - Soft Cover (Tall Grass, bushes, narrow fences)** negates any +1s to hit. *May be moved through/over at ½ movement*
 - Total Cover (Fully obscured by solid object(s))** – models in contact with a wall 5+ blocks high is in total cover and cannot attack or be attacked (180°+) – units which are **prone** behind **Hard Cover** are considered in **Total Cover** as long as they remain prone
 - Each **Tree** provides **Hard cover** for **one model**, low hanging branches may be counted as **soft cover**.
 - Corners** may be counted as hard cover for up to 2 models, units at corners must declare whether they are using the corner for full cover or hard cover in any direction and expend an action (movement) to change their use of the corner
 - Last in squad** - A full attack on a single soldier/mini may incur a 4+ to save if hit once, 5+ if hit twice, Nat 6 for 3+ hits.