

VLCWars!

(also known as MiniFig Death - VLC Edition)

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Glossary

Listed in the Glossary are some general term explanations to help you along.

Section 0: Introduction

Introduction:

We love Brikwars (<http://www.Brikwars.com/>)! Its loads of fun to slaughter dozens of innocent figs and to leave scattered fig parts and bricks all over the place!

But sometimes, you want something simpler than Brikwars. Something where you can quickly set up and slaughter a pile of figs without having to worry about all the rules. It's not that Brikwars is all that complicated or anything; it's just that occasionally you're not in the mood to think: "is that fig carrying an impact pistol or a gyro pistol?" Or "is that a UR of 3 or 4?" Other times you want to throw together a few squads of troops and see what happens without having to worry about who has what stats and the extra rules that go with them.

So in response to the above we have created the following rules, greatly simplified and with our own tastes and preferences thrown in. We call this VLCWars! In the early stages it was also known as MFD:VLC (Minifig Death -- VLC Edition)!

To those of you who are semi familiar with the way basic war games work, (read the Brikwars rules, or for that matter just play Brikwars and ignore these rules altogether) here are the rules to VLCWars! (If you don't know general war gaming rules, you're going to be lost because we're too lazy for now to write out basics or give links.)

Play Brikwars!, Play & Die Well!

Special Thanks:

Special Thanks to Alex, Dean, Marc & all the players in the VLC (<http://www.akasa.bc.ca/vlc/>) for their work in drafting up these guidelines.

Special 'Big Thing' Thanks to Stephen F Roberts (webmaster@wildlink.com) for allowing us to use his rules as a starting point for VLCWars!. (<http://wildbrick.wildlink.com/minifigdeath/>)

Foreword:

We think it is best said from the Brikwars (www.Brikwars.com) Foreword, and suggest you give it a read. Good words to play by. <http://www.brikwars.com/rules/2000/foreword.htm>
Also check out www.lugnet.com's 'lugnet.fun.gaming' forum for discussing brick gaming.

Section 1: Setting Up the game

Necessary Items:

- Lots of bricks!
- This Guide!
- Some dice: d4 (four sided die), d6 (six sided die), d8 (eight sided die), d10 (ten sided die), d20 (twenty sided die)
- Some baseplates
- Some Friends!

Optional Items:

- Small Tape measure or distance stick (Marked in 5" measures)
- Advanced Rules such as the Walker and Weapons Rules

Points Allocation (scenario):

When planning a new game it is a good idea to set a maximum number of points that the players can use to purchase figs & Big Things. This allows for a reasonably balanced game. Depending on the scenario being played, the points can be divided up evenly or at a different ratio. If you want to have four players all attacking an alien fifth player and modify the points allocation to equalize the opposing sides then do it.

Placing Units:

You can use either of the following for placing your units at the start of the game:

Group Placement:

This is the simplest way of deploying your troops. The game scenario/group consensus outlines where each team's starting area is and then everyone places their units at the same time and adjusts them as they see fit. When everyone is ready the game begins.

Ordered Placement:

For player placement on the gaming world map each player should roll a 1d10. The player with the highest roll selects a 10" X 10" area on the gaming map (approximately one road baseplate worth) for their starting point. (If two or more players roll the same number those players must roll again to determine the order for that particular slot) Then the next highest player selects their starting point and so on, until all players have made their selection.

Notes: No two armies may be within 10" (one baseplate worth) of each other, unless they are allies. (There may also be other guidelines depending on the scenario being played out.)

Once the selection of starting points has been completed all players simultaneously place their units within their starting boundaries.

Confirmation of any special abilities of units:

Players may be asked to confirm their points allocation and/or describe any 'special' workings of their armies. If a player has created some advantage for one of their units, a group consensus can agree to create an equal disadvantage to offset the advantage. (Example: your big thing has large opening defense Shields that protect your units while giving you a wider fighting area. The group may decide that it takes one turn to open or close your defense Shields.)

When this is done to all players' general satisfaction, play can begin!

Order of Play:

There are two ways in which turn order is determined. These are listed below.

Initiative:

Initiative is where at the beginning of each round all players roll a 1d10 to determine the play order for this round. (And this round only) This eliminates planned attacks based on turn order. Use the same die rules as in picking a starting location. Once the round has concluded all players roll once again for initiative. This keeps players off-balance and creates unpredictably making planned attacks and defense a challenge!

Fixed Order:

Fixed order is where the initial unit placement order becomes the turn order for the rest of the game. (If you did not roll for placement then roll for turn order.) This allows for planned attacks & defense and is more structured. Games become more predictable.

Player turn Order of Events:

Round Order:

1. Player Order (Initiative or fixed order)
2. Reset Fig Base Armour
3. Movement (Must be done prior to attacks)
Player moves MiniFigs, Big Things etc.
4. Combat (Once combat begins, no further movement can be performed)
Player one declares his/her attacks, targets & makes the standard rolls.
5. Mechanic Repairs, First Aid, Weapons Reload etc.

The next Player moves, attacks, and so on. Do this until all players have had their turn then the next round begins.



Section 2: Building Your Army - Figs

In VLCWARS! your standard unit is the Fig. Figs can be everything from the lowly grunt trooper, the mechanic that fixes your APC to a tasty snack between rounds. Figs come in two main types and can also have special abilities. These two main types are the *Standard Trooper* and *Advanced Trooper*. Each of these two main types can also have a special ability (Example: mechanic). Figs are limited by a set of stats that control how they may be used (and abused) in play.

Fig Types:

<i>Fig Stats</i>	<i>Standard Trooper</i>
Move	5" / Turn - base move
Base To Hit (TH)	3+ on a 1d6
Armor	5
Cost	10pts (includes one weapon or tool of the trade)
Additional Weapon	5pts each
Special Skills	A standard trooper can carry one 2x4 worth of bricks.

<i>Fig Stats</i>	<i>Advanced Trooper</i>
Move	5" / Turn - base move
Base To Hit (TH)	3+ on a 1d6
Armor	8
Cost	20pts (includes one weapon or tool of the trade)
Additional Weapon	5pts each
Special Skills	An advanced trooper can carry double the weight of a standard trooper. (In terms of explosives, they can carry two missiles with launcher or three missiles without launcher.)

Special Abilities:

Mechanic: Special Mods: (The Mechanic fires Weapons at a Base To Hit of 4+ on 1d6)

A mechanic is a special type of trooper and can be either of the standard or advanced type. A mechanic can attempt to repair damaged weapons, components or Big Things. He/she can attempt one repair per turn, and cannot fire weapons within the same turn he/she attempts repairs. Mechanics attempt repairs with a tool on a roll of 4-6 on a 1d6. (Without a tool requires a 6 on 1d6). If the roll fails, the next roll needs a 5-6 on the next repair attempt. If it fails again, they require a 6 on the next repair. If they again fail to repair the target item then that item is permanently damaged and will require a repair shop. (Use flat 1x1 rounds on item for status). Non mechanics can attempt repairs with a tool (or a mechanic without a

tool) on a roll of 6 on a 1d6. If this fails then only a mechanic can attempt further repairs on this item. (This counts as the mechanic's first roll (4 - 6 on a 1d6 and once a mechanic with a tool continues with the repair you must roll a 5-6 with a 1d6). Each item can only be repaired once per turn. (Example, you can not have one mechanic attempt the repair and then have another mechanic attempt the same repair in the same round.)

Grouping: For each additional mechanic you add to the same repair attempt you add +1 to the die roll.

Repair attempts:

- 1st Attempt, 4-6 1d6 (or a 6 if non mechanic w/ tool or mechanic w/o tool)
- 2nd Attempt, 5-6 1d6
- 3rd Attempt, 6 1d6
- Permanently Damaged (requires a repair bay)

Medic: Special Mods: (The Medic fires Weapons at a Base To Hit of 4+ on 1d6 and cannot perform mechanical repairs.)

Medics (standard or advanced) are trained in first aid and carry emergency packs. (Suitcases) Medics can attempt to revive a "dead" fig. (Figs that have been killed by explosives are not eligible.) On a 5-6, with a 1d6, the first aid attempt works and the "dead" fig can be used as normal on the next round. (The revived fig only has 1 armour point until the next round.) On a 1-4, the fig really is dead and nothing more can be done for the poor trooper.

The Medic can choose to try and revive an enemy fig from another army. If he/she succeeds, roll a 1d6. On a 1-3, the formerly dead fig swears allegiance to his/her savior and now is controlled by the saving player. On a 4-6, the fig maintains his/her loyalties, but will not attack the Medic who saved him/her for 2 turns.

Grouping: For each additional Medic you add to the same first aid attempt you add +1 to the die roll.

Fig Movement Modifiers: (Taken off of the base movement)

Climbing 45 degrees or more, each 1" climbed	-2" movement
Climbing over wall	-1" movement for each brick high
Opening unlocked door	-1" movement
Unlocking the door first	-3" movement
Hopping on or off a Big Thing	-2" movement
Turning more than 45 degrees	-1" movement / >45 degrees

Carrying objects:

- A standard trooper can carry about 1 2X4 block worth of bricks, but cannot run with it. For each additional block carried the fig moves at -1" movement.
- Two or more figs can gang up to carry things. Add together their carrying capacity to figure out how much they can carry.
- A fig cannot fire personal weapons in the same turn it carries bricks.
- An **Advanced trooper** can carry **double** the bricks of a Standard trooper.

Fig Weapons:

Each Army has a vast assortment of weapons to bring to the field, but in the end it all works out with training, effects, weapon speed and recharge time, the individual types of weapons all average out into four basic categories.

Close Combat Weapons (CCW):

Close combat weapons are things like swords, pikes, brass knuckles, buzz saws or any other item that is useful only at extremely close range. An unarmed fig is assumed to be able to defend itself with hand-to-hand combat. (See table "Close Combat – No Weapon")

Pistol:

A single-handed weapon, fairly short range and low-power, but easy to use. Pistols have a range of 10" and do 1d6 damage. The fig can fire while running, but suffers a -3 to hit. If the fig stands still he/she can fire twice (at the same target). The fig always carries a CCW with it when carrying a pistol. (even if it is not apparent, it is there) Examples would include: Crossbow, pea shooter, dart gun or musket.

Rifle:

A double handed weapon, good range and stopping power. Range of 15" and does 1d10 damage. If the fig stands still you can shoot up to 20". This weapon cannot be used while running. (While wielding this weapon the fig cannot operate Big Things.) Examples would include: Bow & Arrow, sling or Elephant gun.

Heavy Weapons:

Missiles (explosives) and other big impact things, heavy and cumbersome, (cannons, launchers, death guns, time bombs, missiles etc.) have a range of 20". (-1 to hit for the 11 – 20 inch range) They have a damage of 3d6 non-explosive OR 1d10 explosive. (explosive damage has a radius of 10" and does 1d10 damage to each unit, including surrounding terrain that is in the line of sight of the impact point.) The fig can either move or fire, it cannot do both in the same turn. (While wielding this weapon the fig cannot operate Big Things. Note: if the Fig is onboard a Big Thing, the heavy trooper can only fire if the Big Thing has **NOT** moved in that turn.)

Each Army is free to explain how their particular weapons work (lasers? bolt throwers? Electromagnetic induction of Micro black holes?). In the heat of battle it all averages out...

Fig Weapons Table:

	<i>Fig Stands Still</i>	<i>Move Up To 5"</i>	<i>Run Up To 10"</i>
<i>Close Combat (no Weapon)</i>	1d6 damage(*) +1 TH	1d6 damage(*)	Cannot Attack
<i>Close Combat Weapon(*)</i>	2d6 damage(*) +2 TH	2d6 damage(*)	3d6 damage(*) (charge) 1d6 self damage if target is missed
<i>Pistol</i>	1d6 damage Can fire twice up to 10"	1d6 damage Can fire once up to 10"	1d6 damage Can fire once up to 10" @ -3 TH
<i>Rifle</i>	1d10 damage Can fire up to 20"	1d10 damage Can fire up to 15"	Cannot fire
<i>Heavy Weapon</i>	1d10 exp(**) OR 3d6 damage. Can fire up to 20" (-1 TH for 10 - 20" range)	Cannot fire	Standard Figs <u>Cannot Run</u> Cannot Fire

(*) Close Combat:

Two figs in base contact fight close combat. If other units fire into a melee they have a chance of hitting their own units. Randomly find the fig that gets hit. During close combat all figs involved roll to hit and damage simultaneously. (If the target fig had used a weapon in its last turn it fights at -1 TH after bonuses)

(**) Missiles (Explosives):

Your basic Fig portable explosive tipped missile or similar device of mass destruction. MiniFig Missiles do 1d10 explosive damage up to 10" (radius), but are -1 TH (to hit) for 11 - 20" range.

Firing range is up to 20"

Blast radius is 10"

Damage is 1d10 up to 10" radius

A MiniFig Size Launcher comes loaded with **1** missile. Additional missiles cost **5 pts** each. Additional trooper(s) can carry up to 2 Missiles each (advanced trooper's can carry 3), but no other weapons, or 1 Missile and 1 single handed weapon. An advanced trooper may carry a spare missile in addition to the one loaded in the Launcher.

Attack Modifiers: (These modifiers may be optional depending on group consensus at start of game)

<i>Negative</i>	<i>Positive</i>
Target is running: -3 TH	Target is immobile(*): +1 TH
Target partly covered (1/3): -1 TH	Target is less than 3" away: +1 TH
Target fully covered (2/3): - 2 TH	Target is in weapons contact: +2 TH
Target can't be seen: -6 TH	For each turn aiming at target (& not firing): +1 TH
	Target is 2X the size of attacker: +1 TH
	For each additional 2X size: +1 TH

(*) Immobile: Disabled or otherwise unable to move or defend itself. (ie. stunned)




Section 3: Building Your Army - Big Things

Structures:

Structures are Big Things that sit in one place for the entire game. They can be a landed spaceship where invaders are pouring out to take over the landscape or a simple smugglers outpost armed to the teeth against the authorities. Big Thing Structures work identically to the vehicles listed below. Structures do not need a form of propulsion but do require a Power Plant Generator to power the weapons in which to defend it (if so required). Structures are also commonly split into several parts. (They are considered separate Big Things each with their own armour and weaponry. If one is disabled or damaged, the others are still intact and functioning.) The Power Plant Generator is considered global to the entire Big Thing Structure. If the Power Plant Generator is disabled, the guns and other automated devices (power doors etc.) will no longer function until it is repaired. It therefore, might be handy to have more than one generator on hand. (Or an extremely able mechanic.) For the sake of simplicity, Big Thing Structures use the same tables as the Vehicles. Just ignore the items that are not applicable and add on the internal damage as indicated.

Vehicles:

Vehicles are Big Things that can move. They may or may not have weapons of their own. They may fly in the air, float on or under the water or roll, hover or walk on the surface. Big Things are similar to minifigs in that they have stats that govern how they are used (and abused). A Big Thing however, is much more powerful than a fig. A big Thing can take massive amounts of damage before it is destroyed. (Unless you are extremely unlucky.) Where minifigs are relatively simple, Big Things are quite configurable and involved. The options for mayhem and destruction are practically unlimited. Listed below are some of the various items that make up a Big Thing.

Big Thing Classes		Pts	Additional Components	Pts
Base (wall, vehicle frame etc.)		10pts	MiniFig Sized Weapons (excluding heavy)	5pts
MiniFig Portable (box, weapons platform etc.)		5pts	Big Weapons (blaster, rifle, missiles)	15pts
MiniFig Powered/Trailer (bicycle, horse, supply trailer, cart etc.)		10pts	Additional Weapon Controls (*)	10pts
Wheeled (car, truck, motorcycle etc.)		20pts	Remote Display Systems (**) (additional optics are 5pts ea)	10pts
Treaded (tank etc.)		30pts	Power Plant Generator	20pts
Hover (hovercraft, land speeder etc.)		40pts		
Flyer (helicopter, space fighter etc.)		60pts		

(*) Additional Weapon Controls (cross linking Weapons):

You may have two or more separate weapons (ie: a gunner has control of the big blaster, and the driver has control of a big rifle. If you wish to enable the driver to also have control of the big blaster, you would buy an additional weapon control in case the gunner is disabled.)

(**) Remote Display Systems:

In some Big Things you may have the driver or gunner completely surrounded by protective armour. This makes the Fig Blind to the outside world. In this case you would require a special adornment that will allow the controlling unit to “see”. This comes in the form of a display and remote optics. (cameras) If the remote camera is damaged then the Fig that uses the display as the main form of tactical information is blind and cannot drive or target. (They may attempt to drive by memory but must roll a d6 for every 5” of movement they make. If they roll a 1-2 they crash and must roll a 1d10 for damage. If they crash they can no longer move by memory.)

Relay Driving. A Fig may climb out on top of the Big Thing and yell down driving instructions. The Big Thing travels at ½ motivators Maximum. (example. If you are at full motivator power, you would relay drive at ½. If you were at ½ or less you run at that speed.)

A display and 1 camera costs 10pts. There must be a display screen inside the Fig’s controlling area and there must also be a device to denote a optic unit on the exterior of the Big Thing. You may have additional Optics for 5pts each. (Example, one at the front, one at the rear and one on a turret.)

Vehicle/Structure Armour Value (AV):

Big Things would be pretty silly if they exploded with one hit. (Though the enemy would like that.) So, to upset your foes, you can purchase armour to protect your valuable investment. By default, your Big Thing comes with no armour. (Base or Internal) You must purchase armour for your Big Thing on a sliding scale. (See table below) On some Big Things you may wish a lot of armour, (It may be going into the heat of battle) and on others, you may wish very little if any at all. This allows maximum configurability of your Big Thing.

Big Thing armour comes in two types, Base Armour and Internal Armour.

Base Armour:

Base Armour is the protection that is on the exterior of your Big Thing. The enemy must first blast through your Base Armour before reaching the Internal Armour. Once your Base Armour has been depleted your Big Thing takes a critical damage roll. This armour is reset after the Big Thing has taken a roll on the critical damage table.

Base Armour Cost Scale:

1 to 5	1 pt each
6 to 10	2 pts each
11 to 15	3 pts each
16 to 20	4 pts each
21+	5 pts each

Example: I want to have a total of 20 armour for my Big Thing. To figure out my armour cost, I would do the following:

The **first five** armour cost me **5 points**, the **second five** armour cost me **10 points**, the **third five** armour cost me **15 points** and finally, the **last five** armour cost me **20 points** for a grand **total of 50 points**. As you can see, the more you buy the more expensive it becomes. This could be because you require more expensive materials to make thicker stronger armour or because you require a larger diamond for your shield generator etc. See **appendix A** for a complete table of armour amounts and costs.

Internal Armour:

Internal Armour is the protection that is built into your internal structure. This might be extra bracing, shielding around vital components or redundant systems. Internal Armour comes into effect once the Base Armour has been circumvented. When you roll on the critical damage table you subtract your Internal Armour bonus value from your die roll before consulting the critical damage table. It should be noted however, that unlike Base Armour that regenerates after each critical roll, Internal Armour is for the game and is diminished as dictated by the critical damage table. Internal Armour is not affected (IE repaired) by mechanics or any other means during the game. As a Big Thing takes damage and is subsequently repaired during the game the internal structure is considered to be weakened and more susceptible to future damage.

The Internal Armour works on a sliding scale, the more you want the more points it requires.

Internal Armour Values & Costs:

Desired Amt	Total Cost
-1	10 pts
-2	25 pts
-3	40 pts
-4	60 pts
-5	80 pts
-6	100 pts

As an example, if you wanted a **-3** on the Internal Armour for your Big Thing it would cost you **40 pts**. I'm sure you'll agree, protecting your investment can be expensive. A balance between protection and economy is up to your own unique playing style and desired use of your Big Thing.

Vehicle Movement:

In the base rules there are six different classifications of Big Thing Vehicle propulsion components. Add-on rules may contain additional classes. Each has its associative Cost, positive & negative features. It is important to keep in mind what you wish to use your Big Thing for when you construct it. For example, building an APC to transport all your personnel and then omitting adequate armour could be disastrous in battle. Likewise, having a heavily armed bicycle when the pilot can be easily dispatched is a waste of resources. After you've played a few games, you will be able to design Big Things tailored to how you would like to play them in the game.

Note on backup Motivators:

There may be times when you would like to have a Big Thing that can have more than one type of Motivator. This is entirely possible. You can for example have a Hover with a Wheeled backup. You must pay full price for both Motivator types and any exposed wheels, treads etc still count on the Special Adornment rolls. Also, only the active Motivator takes Motivator damage. The inactive system does not.

Big Thing Propulsion Descriptions

Big Thing	Movement	Conditions
Fig Portable	Depends on size	Number of figs required to lift/push/pull depends on the size of the big thing. (Calculate approximate number of 2x4 bricks and divide by 4 if push/pulled or by 2 if carried.)
Fig Powered	10" per turn	Cannot move over slopes 10 degrees or over any obstacles. Fig(s) must walk Big Thing up slopes over 10 degrees and obstacles at the standard Minifig movement rate (Movement penalties may apply depending on size of Big Thing).
Wheeled	15" per turn	Cannot move over slopes 30 degrees or over obstacles more than 1 plate high. If attempted roll 1d6, if you roll less than or equal to the number of plates, the Big thing is stuck(*) and takes a roll on the Damage Table.
Treaded	15" per turn	Not bothered by slopes up to 45 degrees or obstacles up to 1 brick high. If greater, roll 1d6, if you roll less than or equal to the number of bricks, the Big thing is stuck(*) and takes a roll on the Damage Table.
Hover	25" per turn over ground and liquid	Can hover 3 bricks in height and is not bothered by slopes up to 45 degrees or obstacles up to 3 bricks high. If the Hover Thing takes a "Sparks Fly" hit on the Big Thing Damage Table, it is disabled and stops moving (tho it can still shoot if it has weapons). If it is disabled over rough terrain or over liquid it takes an (additional) roll on the Big Thing Damage Table.
Flyer	30" per turn in the air	Can climb or dive at Approx. 3 bricks per 1" worth of movement. Stack bricks to show how high it is. If the Flyer takes a "Sparks Fly" hit on the Big Thing Damage Table, it is disabled and (on the players turn) makes a controlled landing at 30" per turn (It can still shoot if it has weapons). If it is disabled (BLAM!'ed) in the air it crashes at 1d10 damage per every 10 inches. If armour is depleted roll on the critical damage table. If it crashes on rough terrain or over liquid it takes an (additional) roll on the Big Thing Damage Table.
All Big Things	- 1/5 Movement	For each full 45 degrees turned

(*) Stuck: If stuck, the unit must wait until the next round and attempt to reverse. Roll the 1d6 again. (Use the rules from above) If it is still stuck take another roll on the critical damage table and repeat this procedure next round, otherwise it is free but is still in reverse. (The owner also has the option of just leaving the big thing there -- stuck. All features except its movement is still functional unless otherwise damaged)

Note: Fallen Minifigs are considered three plates high (1 brick). As an example, a treaded vehicle can move over dead Figs with no penalty. However, a wheeled vehicle would have to roll better than a 2 on a d6 to avoid becoming stuck.

Big Thing Weapons:

Big Things may not be very useful without some sort of armaments on board. As with your Figs, Big Things can be equipped with a whole host of destructive devices. Each has their pros and cons listed in the tables below that dictate how they may be used.

Big Weapons	Range/Damage (unless otherwise stated base to hit is 3+ on a 1d6)			
	Up to 10"	10" to 20"	20" to 30"	30" to 40"
Big Blaster	3d6 damage	2d6 damage	1d6 damage	No damage
Big Rifle	2d6 damage	2d6 damage	2d6 dam -1 TH	2d6 dam -2 TH
Big Missiles - Incendiary (*)	1d10 (Radius) damage +1 TH		-1 TH	-1 TH
Big Missiles - Armour Piercing (*)	3d10 (Impact), 1d6 (Radius) to 5" +1 TH		-1 TH	-1 TH

(*)Missiles (Incendiary & Armour Piercing):

Big Missile Racks:

Your basic explosive tipped missile, bomb or other such thing. Explosives are unique in the fact that they not only hit the target but also affect a range around the target. (Dependant on large obstructions. Example: I launch a missile at your APC. It hits on the side of the unit. Therefore anything behind the unit, out of line of sight from the general impact point, is unaffected.) Surrounding terrain (buildings, trees, other Big Things etc) can take damage and provide cover to items behind it. If the terrain is damaged to the point of destruction, the unit, or big thing behind it may take damage from the destruction of the terrain. IE: A wall that was covering a unit of troopers crumbles, it would topple toward the units behind it. They may need to roll for damage from the debris. When in doubt do a quick line of sight. Modify the rules as you see fit for figs and Big Things that are in partial cover. Use your best judgment. (Terrain made out of base plates can never be damaged or altered.)

Missile racks can contain a combination of Incendiary & Armour Piercing projectiles. (They should be clearly visible as to what they are in the racks. Example, use red cones for Incendiary & black cones for Armour Piercing.)

Incendiary Explosives:

Big Missiles (Incendiary) do 1d10 explosive damage up to 10" and 1d6 explosive damage to 20", but are -1 TH (to hit) for the 30 to 40" range. (You also get a +1 TH for the 0 to 10 " range) Each Big Missile Rack can fire 1 missile each turn or can simultaneously fire all remaining missiles in the rack (Note: Firing more than one missile at a time from the same rack will cause that rack to be destroyed and force the Big Thing to take a roll on the Critical damage table). A Big Thing can mount as many Big Missile Racks (BMR) as there is room for. By default each rack comes with one (1) missile.

15 points for the Rack (includes 1 Missile)

10 points for EACH additional missile added to the same rack

Range: 40"

0-10" TH of 2 on d6

11-20" TH of 3 on d6

21-40" TH of 4 on d6

Blast Radius & Damage:

0 – 10" 1d10

11 – 20" 1d6

Armour Piercing Explosives:

Big Missiles (Armour Piercing) do 3d10 Impact damage to the target and 1d6 explosive damage up to 5" Radius. They are -1 TH (to hit) for the 30 to 40" range. (You also get a +1 TH for the 0 to 10 " range) Each Big Missile Rack can fire 1 missile each turn or can simultaneously fire all remaining missiles in the rack (Note: Firing more than 1 missile at a time from the same rack will cause the rack to be destroyed and force the Big Thing to take a roll on the Critical damage table). A Big Thing can mount as many Big

Missile Racks (BMR) as there is room for. By default each rack comes with one (1) missile.

15 points for the Rack (1 Missile)

10 points for EACH additional missile added to the same rack

Range: 40"

0-10" TH of 2 on d6

11-20" TH of 3 on d6

21-40" TH of 4 on d6

Blast Radius & Damage:

0" 3d10 (directly to target)

0 – 5" 1d6 (Radius)

Big Thing Ramming Damage Table

When a Big Thing Rams something the victim takes damage based on the Big Thing type listed below. In the case of two Big Things Ramming each other, each vehicle rolls damage according to the table below. The vehicle(s) come to a complete stop after the impact. In the case of damageable terrain, you may have to roll to see what additional damage the attacker takes if something falls on them. The resulting damage is deducted from the Big Thing's armour. (This may cause a roll on the critical damage table.)

<i>Big Thing Type</i>	<i>Damage Inflicted</i>	<i>Big Thing Type</i>	<i>Damage Inflicted</i>
1. Base Structure/Terrain	2d10 (Variable)	4. Treaded	4d6
2. Minifig Portable/Fig	1d4-1	5. Wheeled, Hover	1d10
3. Minifig Powered	1d4	6. Flyer	1d10 per 10"of height(*)

(*) In the case of flyer's, they take the same damage to themselves as they inflict on their target.

Notes: Obviously lampposts & buildings etc. do different amounts of damage depending on their size and composition. Use your best judgment to determine which of the above table items should be used to represent what terrain.

Also, a Big Thing can not ram if it's motivator has been damaged.

Jumping out of the way:

MiniFigs have the option of trying to jump out of the way of a Ramming Big Thing. Naturally, if the fig is facing the Big Thing, they have a better chance of doing so.

Facing the Big Thing: 4-6 on 1d6

Facing away from Big Thing: 6 on 1d6

If the MiniFig is unable to jump out of the way, apply the same damage as the table above, with the MiniFig causing the 1d4-1 damage on the Big Thing ramming.

Pushing Rules:

Sometimes a Big Thing is blocking where you want to maneuver your monstrosity. These rules are a guideline on how to handle this.

Pushing requires the following conditions be met:

- The Big Thing has nobody at the motivator controls (that could interfere with the units free rolling ability)
- The Big Thing being pushed must have its wheels/treads intact

If the above points are met it can be pushed at 1/4 of the Big Thing's (1/2 for treaded) standard speed.

Note: Once a Big Thing has been destroyed (**BLOOMM!!!! Or better**) it is considered terrain and can be blasted out of the way. (May require group consensus, consultation with former Big Thing owner etc.)

What to do when your shinny new Big Thing gets a scratch:

Big Things are similar to Figs in that they both have armour values. Unlike figs, however, Big Things don't die when their armour expires. They take a roll on the critical damage table. The number of rolls a single combined attack can do depends on the following:

- Number of weapons used in the attack (sets Max number of critical damage rolls for this attack)
- Amount of damage inflicted
- Armour on target (both current and maximum armour values)

Example, Your Big Thing has 10 armour points. I hit you with 29 damage in one attack using five weapons. You would take 2 critical damage rolls and have 1 armour point remaining, providing you were not hit again. (10 armour –29 damage = 2 critical rolls and 9 more damage, leaving 1 armour point remaining.)

Note: You may only take as many rolls on the critical damage table as weapons that were used for the attack. Same example as above but say I only used one weapon instead of five. I would therefore only do one critical damage role on your Big Thing. You would also be back to your full 10 points of armour. (Basically, each weapon's damage cannot exceed the Big Things maximum armour value in a single attack.)

Critical Damage:

When an attack gets past the armour on a Big Thing you must make a roll on the critical damage table. When your Base Armour is gone and your enemies have huge grins, you know it's time to roll on the critical damage table. Grab your trusty 1d6 and hold your breath!

Big Thing Damage Table:

<i>Roll 1d6</i>	<i>Result</i>
0 or less Not a thing	Chips paint or causes a little splintering etc. but future rolls on this table are at +1 . (cumulative)
1 Sparks fly, gears grind, smoke rises.	The Big Thing takes a hit near its motivators.(*). Its movement is reduced by 1/2, <u>round down</u> . This result has no effect if the Big Thing can't move but future rolls on this table are at +1 . (cumulative). (If the Big Thing is at 1/2 movement and is hit again then it's movement is reduced to 1/4 and takes a +1 on future rolls.) If it is at 1/4 speed and is hit yet again it takes an additional +2 on future rolls and can no longer move at all until repaired.(Note: Each repair brings it to the next higher level. Disabled to 1/4, then 1/4 to 1/2 and finally 1/2 to Full.)
2 KerPing	Go to each functioning Special Adornment(**) on the Big Thing (that are on the side(s) that were hit) and roll 1d6, on a 1-2 , the Adornment is destroyed, falls off, or is otherwise disabled. If nothing is affected or the Big Thing doesn't have any functioning adornments or is already disabled, there's no effect, but future rolls on this table are at +1 . (cumulative)

Roll 1d6	Result
3 Kerthunk	Go to each functioning weapon on the Big Thing and roll 1d6, on a 1-2 , the weapon is destroyed, falls off, or is otherwise disabled. All <u>mounted Fig weapons</u> count as a single weapon for this result. For each weapon that is affected, the Big Thing takes another 3 points of damage (roll on the Big Thing Damage Table if the Base Armour is defeated.) If nothing is affected or the Big Thing doesn't have any functioning weapons or is already disabled, there's no effect, but future rolls on this table are at +1 . (cumulative)
4 Kersplat	Each Fig that is a Crew member (manning a Big Thing Control system) must roll a 1d6 to determine if they are killed from the armour Breach. On a 1-2 the Fig is killed (<u>On a 1 only for an advanced Trooper</u>). If nothing happens then future damage rolls are at +2 . (cumulative)
5 Sparks fly, gears grind, smoke rises.	(See item 1)
6 Kerthunk	(See item 3)
7 KerPing	(See item 2)
8 BLAM!	The Big Thing is reduced to a smoldering heap. It can't move, it can't shoot, and it can't do anything other than annoy things moving through it. It no longer provides any protection for Figs inside (tho they are still in cover). Shrapnel and electrical arcing from the wreck will do 1d6 damage to everything within 5". Any future roll on this table are at +2 . (Cumulative)
9 BLOOMM!!!!	The Big Thing blows up in a huge fireball! Everything within 5" of the Big Thing takes 1d20 damage, within 10" of the Big Thing take 1d10 damage & within 20" of the Big Thing take 1d6 damage.
10 or more KABLOWIE!	Like a BLOOMM! Result, but much more so! Everything within 10" of the Big Thing takes 1d20 damage, within 20" of the Big Thing take 1d10 damage & within 30" of the Big Thing take 1d6 damage. Any figs inside are considered dead by Incendiary.

(*) 'Sparks fly' in relation to Hovers and Flyers.

If a **Hover** takes a hit on the motivator it stops moving (all other components work as normal) and must be repaired before it can move again. (This grounding happens immediately even if it is not the Hover owner's turn.) If the Hover lands on rough terrain or over liquid it takes an additional roll on the critical damage table.

If a **Flyer** takes a hit on the motivator (1/2 speed) it must make a controlled landing (on the owners next turn) at 30" per turn. (The flyer will take its full 30"s of movement. If it is still in the air after this turn, the controlled descent continues on the players next turn.) If the Flyer lands on rough terrain it takes an additional roll on the critical damage table. If the Flyer is hit in the motivator again, (1/4 speed) it must make the landing in 15"& take 1d10 damage on landing. If the motivator is hit a third time (disabled) it crashes immediately (regardless of whose turn it is) at 1d10 damage per every 10 inches. If armour is defeated roll on the critical damage table. If it crashes on rough terrain or over liquid it takes an additional roll on the Big Thing Damage Table.

(**) Special Adornments: Special Adornments are items that support things like "Power cockpit shields" remote control antenna's or external control panels etc. Basically anything that can protect or has a use to the Big Thing is considered fair game. This includes windshields, exposed fig weapons, tires/treads (on the side hit. If the hit comes from above then all sides count.)

Example: I have an Attack Jeep. It has 4 wheels and a windshield that protects the figs from the front. In this example if I roll a "**Kerping**" I must roll a 1d6 for **each** adornment that was on the side(s) of the attack. If I roll a 1-2 on any



item(s) they are damaged (but repairable). (In the case of attacks from above then all sides count.)

Some notes on Explosives:

Explosives explode, that is their reason for being. Therefore if an explosive device is hit via the critical damage table you must roll to see if the explosives detonate. To keep it simple an entire rack will roll as one. (If one goes off, they all go off) To determine this, roll a 1d6, if it's a **1-2** then the explosives detonate. This permanently destroys the weapon and you have to take an additional roll on the dreaded critical damage table.

Dealing with terrain:

Any item not belonging to players in the game is considered terrain. These can be buildings, fences, trees, bridges, civilian units & so much more... when dealing with these 'wildcards' it is best to use common sense and group consensus. If terrain is damaged roll a **1d20** to determine its armour value (for that instance only, roll each time an armour value is required). If terrain is destroyed its remains should be realistically/humorously placed on the map in a pattern conducive to the damage & impact it absorbed. If the falling of the terrain affects a player, group consensus may be required to deal the appropriate damage or conditions. One piece molded baseplates cannot be damaged or modified in any way.

Section 4: General Notes

The following are general Notes that don't really fit anywhere else but are important to have here for reference to clarify any gray areas.

Related to General Game play:

- Explaining emphasis of enjoyable game play over Realism. Sometimes everyone can get carried away with trying to make the game as realistic as possible. This may seem like a good idea until you find yourself excluding others because they don't have the bricks to build their Big Thing's to do everything physically that they want them to do in the game. It's important to remember that it should be Fun first, winning is a distant second. If in doubt check out the Foreword chapter again.
-

Related to Big Things:

- If a repair has been made on a Big Thing, the cumulative damage modifier still applies.
- Each Big Thing keeps track of it's own cumulative roll adjustments. This includes the Internal armour rolls as well as the repair failures for EACH weapon that has had repair attempts. (As an example, use 1 X 1 flat rounds on the big thing's items or keep a stats sheet detailing the items to keep track of)
- If a Big Thing has been destroyed by a BLAM then it is considered terrain. This means that to further damage and blow it up more, it must roll a d20 for damage just as terrain except in this case if the roll is defeated (damage is higher then the roll) then it rolls on the critical damage table. Any rolls automatically add the internal damage penalty to the internal damage total. If it blows again it is final and no further damage is recorded. It is now terrain with no explosive properties and should be treated as such.

Section 5: OPTIONAL RULES

Optional rules are available if you want to have a little extra fun or challenge in your battles. Below are some simple add-on rule ideas that you can use in your games. Also available are more advanced rules such as the Walker add-on technical rules. These extra's make the game more complicated but can also make the game that much more fun! Decide what extras you want before the game starts. It should also be pointed out that ANY rule can be changed or removed from the game. As long as all players agree on the changes.

Death of a Leader:

If, by chance, your leader is killed in battle, your army is affected. During your attack turn, your army is demoralized, and shoots at a Modifier of -1 to hit for the next 3 turns. (Or an amount agreed upon at the beginning of the game.)

Last Fig Standing:

If your army is down to its last Fig it can run at 15". This is to allow the player to last a little longer and perhaps make a comeback in some way. They also get +1 TH on all targets.

Prisoners:

Any units may be captured. But most troopers either fight to the death or are vaporized by other troopers regardless. However, some types of troopers have more value than others...mechanics as an example.

First, an enemy unit may willingly surrender. If this happens, the unit throws down all weapons, puts his/her hands up, and is captured by the opposing forces. In the case of Big Things, a unit may surrender by stopping the Big Thing (if Mobile) and opening all doors/hatches. Any Figs inside will drop all weapons and raise their hands. The unit(s) are now considered captured and are under the conquerors control.

Second, a unit can be cornered. If it is cornered, the attacker can demand surrender. If surrender is refused, attacker may then destroy.

Third, you must have a detention area to hold your prisoners or have **1 guard for each captive**.

Prisoners count as **3pts** toward your VLCWars! Standing (if the score rule is in effect).

In a game with Prisoners, you can use them to trade for other figs, equipment or safe passage. Use your imagination!

Kinetic Weapons:

These would be considered Big Missiles, and only to be used if **all** players agree to this before the game. If you have a Kinetic Weapon built into your vehicle, and not all players agree to the firing on their vehicles, figs, and/or buildings, you must remove the weapons ability to fire prior to the start of the game.

Other optional Damage ideas:

- If a flier or hover is disabled over water it takes a roll each turn on the critical damage table (it is considered to be sinking).
- Fliers should take 1 roll on the critical damage table for EACH 10 inches of height they come crashing down. Rolled one after the other (this is only if the flyer is disabled in the air).
- **Combined attacks** - Combined attacks require that you announce **before you roll** exactly what units you are using to attack the target. You can no longer just keep firing different units separately until the target is destroyed. This requires that you commit your forces to the endeavor making strategy that much more important.

Score Point Allocations: (For Standings only)

Points	
5pts	First Blood (Reward for first kill of the game)
2pts	For each Confirmed Kill (other than your own)
5pts	For each Confirmed Vehicle Kill (other than your own, BLAM'd or better)
1pt	For each Confirmed Kill from Explosion (other than your own)
2pts	For each Confirmed Leader Killed (other than your own, see optional rule) (May be combined with first 2 Points) (See optional rule)
10pts	Last army standing (Winner, In alliance games, all surviving alliance members get points.)

-1pt	Each Kill you inflict on your or an allies army (Friendly Fire)
3pts	For each Confirmed Prisoner in your camp (See Optional Rule)

Appendices:**Appendix A - Fig Stats & Abilities:**

<i>Fig Stats</i>	<i>Standard Trooper</i>
Move	5" / Turn - base move
Base To Hit (TH)	3+ on a 1d6
Armor	5
Cost	10pts (includes one weapon)
Additional Weapon	5pts each
Special Skills	A standard trooper can carry one 2x4 worth of bricks.

<i>Fig Stats</i>	<i>Advanced Trooper</i>
Move	5" / Turn - base move
Base To Hit (TH)	3+ on a 1d6
Armor	8
Cost	20pts (includes one weapon)
Additional Weapon	5pts each
Special Skills	An advanced trooper can carry double the weight of a standard trooper. (In terms of explosives, they can carry two missiles with launcher or three missiles without launcher.)

Special Abilities:

Mechanic: Special Mods: (The Mechanic fires Weapons at a Base To Hit of 4+ on 1d6)

Repair attempts:

1st Attempt, 4-6 1d6 (or a 6 if non mechanic w/ tool or mechanic w/o tool)

2nd Attempt, 5-6 1d6

3rd Attempt, 6 1d6

Permanently Damaged (requires a repair shop)

Medic: Special Mods: (The Medic fires Weapons at a Base To Hit of 4+ on 1d6 and cannot perform mechanical repairs. Figs that have been killed by explosives are not eligible.)

On a 5-6, with a 1d6, fig is alive (**1** armour point until players next turn) and on a 1-4, the fig is dead.

Enemy fig loyalty:

1 - 3 (1d6) loyalty to savior

4 - 6 maintains loyalty (will not attack savior for **2** turns)

Grouping: For each additional mechanic or Medic you add to the same repair attempt you add +1 to the die roll.

Fig Movement Modifiers:

Climbing 45 degrees or more, each 1" climbed	-2" movement
Climbing over wall	-1" movement for each brick high
Opening unlocked door	-1" movement
Unlocking the door first	-3" movement
Hopping on or off a Big Thing	-2" movement
Turning more than 45 degrees	-1" movement / >45 degrees

Appendix A - Fig Stats & Abilities: (Continued)*Attack Modifiers: (These modifiers may be optional depending on group consensus at start of game)*

<i>Negative</i>	<i>Positive</i>
Target is running: -3 TH	Target is immobile(*): +1 TH
Target partly covered (1/3): -1 TH	Target is less than 3" away: +1 TH
Target fully covered (2/3): -2 TH	Target is in weapons contact: +2 TH
Target can't be seen: -6 TH	For each turn aiming at target (& not firing): +1 TH
	Target is 2X the size of attacker: +1 TH
	For each additional 2X size: +1 TH

(*) Immobile: Disabled or otherwise unable to move or defend itself. (ie. stunned)

Appendix B - Fig & Big Thing Weapon Stats:

Fig Weapons Table:

	<i>Fig Stands Still</i>	<i>Move Up To 5"</i>	<i>Run Up To 10"</i>
<i>Close Combat (no Weapon)</i>	1d6 damage +1 TH	1d6 damage	Cannot Attack
<i>Close Combat Weapon(*)</i>	2d6 damage +2 TH	2d6 damage	3d6 damage (charge) 1d6 self damage if target is missed
<i>Pistol</i>	1d6 damage Can fire twice up to 10"	1d6 damage Can fire once up to 10"	1d6 damage Can fire once up to 10" @ -3 TH
<i>Rifle</i>	1d10 damage Can fire up to 20"	1d10 damage Can fire up to 15"	Cannot fire
<i>Heavy Weapon</i>	1d10 exp OR 3d6 damage. Can fire up to 20" (-1 TH for 11 - 20" range)	Cannot fire	Standard Figs <u>Cannot Run</u> Cannot Fire

MiniFig Missiles.

Firing range is up to 20" (-1 TH for 11 - 20" range)

Blast radius is 10"

Damage is 1d10 up to 10" radius

A MiniFig Size Launcher comes loaded with 1 missile. Additional missiles cost 5 pts each.


Big Thing Weapons Table:

Big Weapons	Range/Damage (unless otherwise stated base to hit is 3+ on a 1d6)			
	Up to 10"	10" to 20"	20" to 30"	30" to 40"
Big Blaster	3d6 damage	2d6 damage	1d6 damage	No damage
Big Rifle	2d6 damage	2d6 damage	2d6 dam -1 TH	2d6 dam -2 TH
Big Missiles - Incendiary	1d10 (Radius) damage +1 TH		-1 TH	-1 TH
Big Missiles - Armour Piercing	3d10 (Impact), 1d6 (Radius) to 5" +1 TH		-1 TH	-1 TH

Big Missile Racks:

15 points for the Rack (includes 1 Missile) 10 points for EACH additional missile added

Appendix C - Big Thing Classes & Propulsion:

Big Thing Classes		Pts	Additional Components	Pts
Base (wall, vehicle frame etc.)		10pts	MiniFig Sized Weapons (excluding heavy)	5pts
MiniFig Portable (box, weapons platform etc.)		5pts	Big Weapons (blaster, rifle, missiles)	15pts
MiniFig Powered/Trailer (bicycle, horse, supply trailer, cart etc.)		10pts	Additional Weapon Controls	10pts
Wheeled (car, truck, motorcycle etc.)		20pts	Remote Display Systems (additional optics are 5pts ea)	10pts
Treaded (tank etc.)		30pts	Power Plant Generator	20pts
Hover (hovercraft, land speeder etc.)		40pts		
Flyer (helicopter, space fighter etc.)		60pts		

Appendix C - Big Thing Classes & Propulsion: (Continued)*Big Thing Propulsion Descriptions*

Big Thing	Movement	Conditions
Fig Portable	Depends on size	Number of figs required to lift/push/pull depends on the size of the big thing. (Calculate approximate number of 2x4 bricks and divide by 4 if push/pulled or by 2 if carried.)
Fig Powered	10" per turn	Cannot move over slopes 10 degrees or over any obstacles. Fig(s) must walk Big Thing up slopes over 10 degrees and obstacles at the standard Minifig movement rate (Movement penalties may apply depending on size of Big Thing).
Wheeled	15" per turn	Cannot move over slopes 30 degrees or over obstacles more than 1 plate high. If attempted roll 1d6, if you roll less than or equal to the number of plates, the Big thing is stuck(*) and takes a roll on the Damage Table.
Treaded	15" per turn	Not bothered by slopes up to 45 degrees or obstacles up to 1 brick high. If greater, roll 1d6, if you roll less than or equal to the number of bricks, the Big thing is stuck(*) and takes a roll on the Damage Table.
Hover	25" per turn over ground and liquid	Can hover 3 bricks in height and is not bothered by slopes up to 45 degrees or obstacles up to 3 bricks high. If the Hover Thing takes a "Sparks Fly" hit on the Big Thing Damage Table, it is disabled and stops moving (tho it can still shoot if it has weapons). If it is disabled over rough terrain or over liquid it takes an (additional) roll on the Big Thing Damage Table.
Flyer	30" per turn in the air	Can climb or dive at Approx. 3 bricks per 1" worth of movement. Stack bricks to show how high it is. If the Flyer takes a "Sparks Fly" hit on the Big Thing Damage Table, it is disabled and (on the players turn) makes a controlled landing at 30" per turn (It can still shoot if it has weapons). If it is disabled (BLAM!ed) in the air it crashes at 1d10 damage per every 10 inches. If armour is depleted roll on the critical damage table. If it crashes on rough terrain or over liquid it takes an (additional) roll on the Big Thing Damage Table.
All Big Things	- 1/5 Movement	For each full 45 degrees turned

Appendix D - Big Thing Base & Internal Armour Point Costs:

Base Armour Values & Point Costs:

Total Armour Desired	Cost Total	Total Armour Desired	Cost Total	Total Armour Desired	Cost Total
1	1 pt	11	18 pts	21	55 pts
2	2 pts	12	21 pts	22	60 pts
3	3 pts	13	24 pts	23	65 pts
4	4 pts	14	27 pts	24	70 pts
5	5 pts	15	30 pts	25	75 pts
6	7 pts	16	34 pts	26	80 pts
7	9 pts	17	38 pts	27	85 pts
8	11 pts	18	42 pts	28	90 pts
9	13 pts	19	46 pts	29	95 pts
10	15 pts	20	50 pts	30	100 pts

Internal Armour Values & Costs:

Internal Armour Modifier	Total Cost
-1	10 pts
-2	25 pts
-3	40 pts
-4	60 pts
-5	80 pts
-6	100 pts

Appendix E - Ramming, Jumping & Pushing:**Big Thing Ramming Damage Table**

When a Big Thing Rams something the victim takes damage based on the Big Thing type listed below. In the case of two Big Things Ramming each other, each vehicle rolls damage according to the table below. The vehicle(s) come to a complete stop after the impact. In the case of damageable terrain, you may have to roll to see what additional damage the attacker takes if something falls on them. The resulting damage is deducted from the Big Thing's armour. (This may cause a roll on the critical damage table.)

<i>Big Thing Type</i>	<i>Damage Inflicted</i>	<i>Big Thing Type</i>	<i>Damage Inflicted</i>
1. Base Structure/Terrain	2d10 (Variable)	4. Treaded	4d6
2. Minifig Portable/Fig	1d4-1	5. Wheeled, Hover	1d10
3. Minifig Powered	1d4	6. Flyer	1d10 per 10"of height(*)

(*) In the case of flyer's, they take the same damage to themselves as they inflict on their target.

Jumping out of the way (Figs):

Facing the Big Thing: 4-6 on 1d6

Facing away from Big Thing: 6 on 1d6

If the MiniFig is unable to jump out of the way, apply the same damage as the table above, with the MiniFig causing the 1d4-1 damage on the Big Thing ramming.

Pushing Rules:

Pushing requires the following conditions be met:

- The Big Thing has nobody at the motivator controls (that could interfere with the units free rolling ability)
- The Big Thing being pushed must have its wheels/treads intact

If the above points are met it can be pushed at 1/4 of the Big Thing's (1/2 for treaded) standard speed.

If a Big Thing has been destroyed by a BLAM then it is considered terrain. This means that to further damage and blow it up more, it must roll a d20 for damage just as terrain except in this case if the roll is defeated (damage is higher then the roll) then it rolls on the critical damage table. Any rolls automatically add the internal damage penalty to the internal damage total. If it blows again it is final and no further damage is recorded. It is now terrain with no explosive properties and should be treated as such.

Appendix F - Big Thing Damage Table:

<i>Roll 1d6</i>	<i>Result</i>
0 or less Not a thing	Chips paint or causes a little splintering etc. but future rolls on this table are at +1 . (cumulative)
1 Sparks fly, gears grind, smoke rises.	The Big Thing takes a hit near its motivators. Its movement is reduced by 1/2, <u>round down</u> . This result has no effect if the Big Thing can't move but future rolls on this table are at +1 . (cumulative). (If the Big Thing is at 1/2 movement and is hit again then it's movement is reduced to 1/4 and takes a +1 on future rolls.) If it is at 1/4 speed and is hit yet again it takes an additional +2 on future rolls and can no longer move at all until repaired.(Note: Each repair brings it to the next higher level. Disabled to 1/4, then 1/4 to 1/2 and finally 1/2 to Full.)
2 KerPing	Go to each functioning Special Adornment on the Big Thing (that are on the side(s) that were hit) and roll 1d6, on a 1-2 , the Adornment is destroyed, falls off, or is otherwise disabled. If nothing is affected or the Big Thing doesn't have any functioning adornments or is already disabled, there's no effect, but future rolls on this table are at +1 . (cumulative)
3 Kerthunk	Go to each functioning weapon on the Big Thing and roll 1d6, on a 1-2 , the weapon is destroyed, falls off, or is otherwise disabled. All <u>mounted Fig weapons</u> count as a single weapon for this result. For each weapon that is affected, the Big Thing takes another 3 points of damage (roll on the Big Thing Damage Table if the Base Armour is defeated.) If nothing is affected or the Big Thing doesn't have any functioning weapons or is already disabled, there's no effect, but future rolls on this table are at +1 . (cumulative)
4 Kersplat	Each Fig that is a Crew member (manning a Big Thing Control system) must roll a 1d6 to determine if they are killed from the armour Breach. On a 1-2 the Fig is killed (<u>On a 1 only for an advanced Trooper</u>). If nothing happens then future damage rolls are at +2 . (cumulative)
5 Sparks fly, gears grind, smoke rises.	(See item 1)
6 Kerthunk	(See item 3)
7 KerPing	(See item 2)
8 BLAM!	The Big Thing is reduced to a smoldering heap. It can't move, it can't shoot, and it can't do anything other than annoy things moving through it. It no longer provides any protection for Figs inside (tho they are still in cover). Shrapnel and electrical arcing from the wreck will do 1d6 damage to everything within 5". Any future roll on this table are at +2 . (Cumulative)
9 BLOOMM!!!!	The Big Thing blows up in a huge fireball! Everything within 5" of the Big Thing takes 1d20 damage, within 10" of the Big Thing take 1d10 damage & within 20" of the Big Thing take 1d6 damage.
10 or more KABLOWIE!	Like a BLOOMM! Result, but much more so! Everything within 10" of the Big Thing takes 1d20 damage, within 20" of the Big Thing take 1d10 damage & within 30" of the Big Thing take 1d6 damage. Any figs inside are considered dead by Incendiary.

Glossary:

d#: Represents a die or dice needed to play with. The number following the d represents the number of sides a die or dice have.

Allies: Two or more armies joining forces to battle and opponent.

Figs: All troopers fall into this category. See "Troopers" below.

Troopers: Any army personnel are considered a trooper. The troopers fall into two categories:

- Standard Troops
- Advanced Troops

Mods: Modifications to specific items, personnel or rolls.

Base To Hit / TH: This is what is required to roll to be able to inflict damage to personnel, items or Big Things.

CCW: Close Combat Weapon.

Firing Range: Distance a weapon can fire.

Blast Range / Radius: Area affected by an explosion. Measured in a circle from the center of the explosion.

AV: Armour Value

Damageable Terrain: Trees, Houses, Etc. Mountains are not Damageable Terrain.

Motivators: Items that make the Big Things move. Treads, Tires, Engines.

Rounds: Each player's initiative, movement, combat and repair phase.

Turns: When each player has completed his/her Round, then one (1) Turn has been completed.