

**Setup your battle** however you want, usually with each player starting just out of range of their nearest enemies. If you want a random setup, players can roll to see who sets up first and/or places terrain. Hard surfaces or baseplates are best. Felt is bad.

**Minifigz** are little Lego-style people figures about an inch or two high. **Big Figz** are figures, vehicles, animals, or constructions a LOT larger than a Minifig. Big Fig examples: T-rex, giant robots, cars, or really big trolls. Not Big Fig: horses, motorcycles. **Gadgets** are equipment added to your Minifigz that give a combat bonus. Other items are simply decorations.

**Weapons** can be ranged or melee. Ranged weapons can hit anything within a certain number of inches, so long as the path to the target is not blocked by walls, trees, other Minifigz, etc. Melee weapons can only hit what the Minifig holding it could reach. Weapon reach varies and can usually be judged by the players, casually, just by looking. **Disputes** are to be resolved by a die roll.

Because armies can vary widely, players should **discuss** and mutually agree which gadgets do what, which things are Big Figz, etc., before the game starts. Once play begins, it's worth noting that **what you need to know** about Minifigz **you can see just by looking** at them and what gadgets they carry. With most games, no "record sheets" are required.

**Game turns** consist of two phases. The first is "Mostly Moving". When all players have completed that phase, then proceed to the second phase: "Mostly Attacking". **Roll initiative once** at the start of each turn – high roll wins. Roll again to break ties. The winner chooses if he wants move first or last during the Mostly Moving phase. The winner also decides to attack either first or last during the Mostly Attacking phase. The other players get no choice in the matter and must go in the order of their initiative rolls, highest to lowest.

**Each Minifig** may only **attack once per turn**, using any or all weapons it is carrying. Minifigz can attack in any direction and have no "facing". **Place a penny** or other marker next to Minifigz once they have attacked so you know at all times who has and hasn't gone yet.

Minifigz can **scrounge** as they move, picking up and using any one item they come across (besides armor) so long as they have a free hand and are on foot. Minifigz can drop any items they carry at any time.

### The First Phase: "Mostly Moving"

The first player moves **all** his own Minifigz in any direction(s) up to the maximum distance allowed for each Minifig – see the table to the right. You can use a tape measure, bending it around other Minifigz and obstacles, but don't stress out or be super-precise. Moving in **rough terrain** (as agreed by players) and **climbing** are done at **half-speed**.

Minifig	Suggested move allowance
People	6" minus 1" for <i>each</i> gadget carried
Horses	10" with rider, 5" pulling cart
Tanks	4" for old tanks, 10" for modern ones
Car or Cycle	18"
Other stuff	As agreed by players

If your Minifig **starts the phase out of reach** of any enemy melee weapon and then **closes to within melee reach** of an enemy, it **must stop**. Big Figz don't have to stop unless they come close to another Big Fig! Big Figz can **ram** little Minifigz by driving (or stomping, or whatever) through a crowd. Any Minifig in the path must roll equal to or below their movement allowance (see chart above) on one die to jump out of the way, or take 1 die of damage. The ramming Big Fig also takes 1 die of damage for each Minifig it hits.

If your Minifig starts the phase within melee range of some enemies and then runs away, this provokes **opportunity attacks**. Moving only an inch or so (to the side, for example) but staying within reach of all your enemies does NOT provoke opportunity attacks. Each player (not each *Minifig!*) that you flee from may each select **one** of their Minifigz to attack with any or all that Minifig's weapons as you try to retreat your Minifig elsewhere. If your Minifig is defeated by an opportunity attack, it stumbles an inch, falls, and dies a coward. If it survives, you may move your retreating Minifig normally, past (but not through) any enemies without stopping, up to its move limit.

Opportunity attacks can occur in either turn phase and can be made with any kind of weapon. If Minifigz make opportunity attacks, place a penny next to them. A Minifig can make an opportunity attack even if it has moved already during the first phase. It can also move in the first phase *after* making an opportunity attack, if that Minifig hasn't already moved. However, making the opportunity attack (which is indicated by the penny) does disqualify the attacking Minifig from doing *anything* in the *second* phase. Once a player has moved all his Minifigz, the next player then moves all of his Minifigz, and so on. When everyone's done moving, the first phase is over.

### The Second Phase: "Mostly Attacking"

After everyone has moved, each player (starting with the first) takes turns selecting only 2 of his Minifigz. Players must select 2 Minifigz to act that aren't marked with a penny, if available, and may not 'pass'. A player with pennies on all his Minifigz is done for this phase.

During this second phase, Minifigz may: 1) make an attack, 2) move again, 3) use something, 4) get on something or 5) do nothing. Any of these actions requires that you place a penny next that Minifig afterwards.

A Minifig can attack with any melee weapon(s) if players agree the weapon could be swung, thrust, etc., and reach the target. Roll dice to resolve disputes. Ranged weapons can be thrown, shot or hurled the number of inches listed on the next page. Some weapons (an axe, spear, or rock, for example) can be used to make either a melee or ranged attack. Place thrown weapons near (or in!) the target.

**Some weapons give a bonus to your attack.** Other bonuses can apply depending by the situation. To make an attack, the attacker rolls one six-sided die and applies his attack modifiers. The defender also rolls one die and applies his defense modifiers. If the attacker's total is equal to or greater than the defender's total, the attack succeeds and hits. So simple!

An attacker positioned above the defender gains +1 attack (this includes riding on a horse). A partially covered defender gains +1 defense. A retreating Minifig gets +1 defense if it moves faster than a Minifig making a melee opportunity attack. A Minifig carrying more

than one weapon can attack with them all, though rather clumsily, so each attack is made separately at -1. Minifigz that have moved during the first phase or Minifigz within melee reach of enemies (that are not retreating) have poor aim and make ranged attacks at -2.

### Damage

After your successful attack(s), roll one die of damage for each hit. Depending on the weapon, a bonus may increase this damage. Compare the total from all damage dice plus bonuses against a "block" of 4 "hit points" plus the defender's armor bonus. If the damage total is equal or greater, the hit is "fatal". In summary: damage dice + damage bonuses = 4 + armor bonus = a fatal hit.

For a standard 'Minifig guy', horse, or light vehicle that has just a single block of 4 hit points, damage either kills or it does not. There is no "wounding", so for your basic Minifig it's not necessary to keep track of damage from turn to turn. Important: A vanquished Minifig's partially disassembled remains are left on the battlefield in the most entertaining fashion possible.

Any creature, vehicle, or hero (probably, but not necessarily a Big Fig) that the players agree could have additional sturdiness may get one or more extra "blocks" of 4 hit points, for a total of 8, 12, 16 or more hit points. Any fatal hit will kill one "block" of 4 hit points, with the remaining damage discarded. For instance, a Minifig with two weapons hits twice, rolls a 5 and a 6, and deals 11 damage to a Big Fig with +1 armor. This would destroy 2 blocks of hit points (9 damage = 8 hit points + 1 armor) with 2 damage left and discarded. A Minifig may, if appropriate, lose parts or powers as its blocks are "killed". Once its last block of 4 hit points is eliminated, a Minifig is finished.

### Special Stuff

Two selected Minifigz can **team up** and attack a target together. Say something like, "These two are going to TEAM UP on HIM." Attack and defend for each weapon separately, but total all the damage from any successful attacks from **both** attackers into a single hit. Apply the total of the damage to the defender. No matter the result of this effort, neither attacker may switch targets and both get a penny.

**Attacking unarmed** (barehanded) requires not just one, but two "fatal" damage rolls to a target Minifig to achieve a knockout. If the first damage roll succeeds, repeat the roll immediately. Only a second success results in a knockout. Robots, vehicles and other targets may be invulnerable to punches completely, unless the attack comes from a superhero or Big Fig. Kung Fu training eliminates the need for this second, additional damage roll, but Kung Fu doesn't necessarily mean you can punch out a car (player discretion is advised).

A **charging** Minifig that moves 4" or more in a straight line measured from its starting point to its intended target in the first, Mostly Moving, phase gains either +1 attack or +1 damage (attacker's choice) to all melee attacks during the second, Mostly Attacking, phase.

**Morale** checks are optional but may be appropriate when a leader or hero is eliminated. Each follower must roll above 2 or flee this turn.

Gadget	Attack	Defense	Damage	Armor	Range	Hands	Examples / Guidelines
Bare Hands	-	-	-	-	-	-	Do you know Kung Fu?
Makeshift Weapon	-	-	-	-	3" throw	?	Brick, rock, frying pan, stop sign
Small Weapon	+1	-	-	-	6" throw	1	Shortsword, hatchet
Large Weapon	-	-	+1	-	6" throw	1	Axe, spear, longsword
Huge Weapon	+1	-	+1	-	-	2	Huge halberd, lance*
Shield	-	+1	-	-	-	1	Any shape will do...°
Armor	-	-	-	+1	-	-	Plastic torso covering
Helmet	-	-	-	+1	-	-	Not hair or a hat
Bow	-	-	-	-	12"	2	Half moon shaped
Crossbow	-	-	+1	-	12"	2	Can't fire "on the move"+
Pistol	+1	-	-	-	12"	1	About arm-sized
Rifle	+1	-	+1	-	18"	2	Bigger than an arm

Lances\*: These are huge weapons, but can be used 1 handed if riding on a mount.

Shield°: Only "riot shields" help against pistols and rifles. Only spacey-looking "force shields" protect against lasers, lightswords, etc.

The players should agree on what these gadgets might look like.

+ Crossbow: Because of the time to load, a crossbow can't be fired in the second phase if a Minifig moved in the first phase.

Small vs. Large vs. Huge guideline: shorter than a Minifig is tall is 'small', about the same height is 'large', and taller than that is 'huge'.

### Powers

Heroes, Big Figz, or vehicles may be given powers. Hero Minifigz should look different than the other Minifigz - a cape helps. Each power gives a permanent +1 bonus to: attack, defense, armor, damage, or movement. More than +2 for any single bonus is considered "super human". Kung Fu makes all barehanded attacks easier (see above), and grants Kung Fu Figz with two empty hands +1 defense against incoming melee attacks. Some Minifigz can deflect attacks with their lightsword (even ranged attacks!) which is a defense bonus of +2 or more. Minifigz can also have up to three "disposable" powers. At any time, roll 1 die and add this number to a bonus (see list above) for the next action only. This disposable power may not be used again for the rest of the game.

### Costing

If you want to fight fair, give each player an equal number of Minifigz and gadgets. For more precision, use \$ values. Minifigz or horses cost \$4 each. Vehicles and Big Figz are \$8. Each listed gadget costs \$1. Big weapons (catapults, T-rex's mouth, etc.) are *at least* \$2 for each additional die of damage. An extra "block" of hit points is \$2. Defense and armor powers are \$2 per +1 bonus *per block* of hit points your Minifig has. Move, attack and damage powers are \$2 per +1 bonus *per die of damage* your Minifig can do in a turn. Kung Fu and disposable powers are \$1 each. Players should agree on cost and function before the game starts.

**There is no such thing as winning.** Enjoy!