

===== RULE BOOK VOLUME III =====

# MICRO BRICK BATTLE™

INSTRUCTIONS FOR PLAYING MICRO BRICK BATTLE™ | A GAME BY BRICKMANIA®





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===== **RULE BOOK VOLUME III** =====

# **MICRO BRICK BATTLE™**

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# NOTES ABOUT LEGO® PARTS

The models in this book are designed for people who plan to use their own bricks to build them. All of the models shown herein were built with unaltered, genuine LEGO brand bricks with a few exceptions.

## LEGO TECHNIC FLEX TUBING:

The thin 1/8" tubing used throughout the book is standard LEGO Technic FlexTubing. The length of the tube is shown denoted in the parts list at the beginning of each model. This length is measured in terms of standard brick width. "2L" equals two standard bricks wide (a brick with two studs side by side). You will see the tube length denoted in the parts list by a number to the upper right hand corner of the image.

No official LEGO set comes with Technic Flex Tube smaller than three studs, so the builder will have to cut down longer tubes to the desired length. We recommend a sharp hobby knife or razor blade to make the cleanest cut. Also, building a jig will help to make clean cuts at the desired length.

## LEGO COLORS

The parts in this instruction book are shown in the colors which were available at the time of publication. The author has chosen to use the color names and part numbers used by Bricklink.com, where you can also find all of the parts used in this book with the exception of a few after-market parts.

Note that the LEGO Company shifted a number of colors in 2005, so your older bricks may not match the current piece color. Here is a list of the new colors versus their original pre-2005 colors:

NEW COLOR	PRE-2005 NAME
Light Bluish Gray	Light Gray
Dark Bluish Gray	Dark Gray
Reddish Brown	Brown

## WHERE TO BUY LEGO BRICKS

The author of this book assumes you will have some kind of collection of LEGO parts in your possession. However, the large number of special pieces required to build each army will certainly mean that some parts acquisition will be in your future. Aside from the obvious retail giants, you can often find used collections at yard sales and flea markets. If breaking down sets or sorting through used parts is not your idea of fun, you can buy individual bricks directly from LEGO at [shop.lego.com](http://shop.lego.com).

At the time of print they had two options (for North American customers): Their main online shopping tool is the "Pick-A-Brick" bulk ordering system. For a little more money, you can buy "replacement parts" from their Customer Service Portal. The latter has a much wider selection, but they come at a premium price. LEGO brand retail stores also have a "Pick-A-Brick" wall at each location. The selection varies from store to store and may or may not be helpful for finding most parts in this book.

Over the years several alternative LEGO retail markets have sprung up within the adult LEGO building community. One of the oldest and most successful is Bricklink.com. Bricklink.com offers a central parts database that accesses thousands of vendors from all over the world, making it a valuable resource for locating the parts in this book. In fact, the part numbers shown in the text list at the end of this book are designed to directly reference the Bricklink.com database. If you are not already familiar with Bricklink.com, we encourage you to check it out before launching your next parts purchase.



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## **DO YOU HAVE WHAT IT TAKES TO LEAD YOUR FORCES TO VICTORY?**

MICRO BRICK BATTLE™ is a turn-based tabletop strategy game for all ages. Using LEGO® elements, players build armies of 1:120 scale armored vehicles and face off against their opponent's forces. These fast-paced rules are easy to learn, and provide a great framework for recreating historical battles, or creating battles of your own. This book contains all the rules for Micro Brick Battle™ V3, as well as advanced rules, scenarios, and building instructions.

**Welcome to**  
**MICRO BRICK BATTLE**

# BASE GAME PLAY RULES

## UNITS

In Micro Brick Battle all land vehicles, airplanes, and other game pieces are referred to as Units.

[01]

## ROUNDS

Micro Brick Battle is played in rounds. Each round consists of two turns, one turn per player. On your turn, you are the **Active Player**.

## TURN OVERVIEW

Each turn has three phases:

### I. MOVEMENT PHASE

### II. TARGET DECLARATION PHASE

### III. SHOOTING PHASE

The **Active Player's** turn is over after all phases have been completed. The other player will then take their turn. After both players have completed their turns, a new round begins.

## I. MOVEMENT PHASE

Each turn begins with the **Movement Phase**. Using **Movement Points (MP)**, the player can move any number of their units. All movement is measured in inches. Players may also turn their turrets and position their fixed guns in preparation for the **Target Declaration Phase**.

## USING MOVEMENT POINTS

Each unit may move up to its maximum **MP** during the **Movement Phase**. Forward movement in a straight line uses 1 **MP** per inch traveled. Movement in reverse uses 2 **MP** per inch traveled. Turns use one **MP** for every 90 degree turn. Rotating a turret does not use **MP**. Positioning fixed guns requires turning, therefore requiring the use of **MP**.

[02]

## 01 UNIT STATS

Each Unit has stats that you will need to reference to play the game.

**RESOURCE COST**  
Unit's purchase price when creating a force.

**UNIT COUNTRY**

**UNIT IMAGE**

**UNIT NAME**

**ATTACK POINTS (AP)**  
Unit's attacking power, use # with Victory Table.

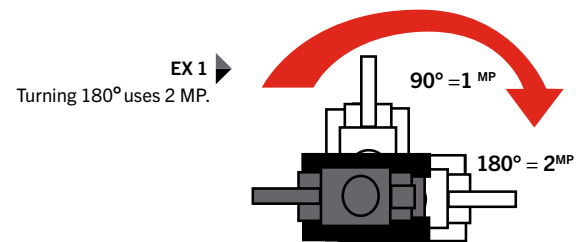
**DEFENSE POINTS (DP)**  
Unit's defending power, use # with Victory Table.

**MOVEMENT POINTS (MP)**  
# of inches unit may move.

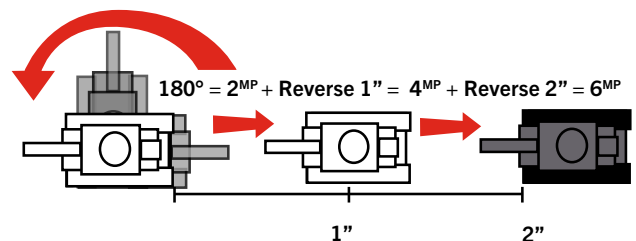
**SPECIAL ABILITIES/ FLAVOR TEXT**

**QUICK REFERENCE**  
4AP/4DP/8MP

## 02 MOVEMENT POINT USE



**EX 2** Turning around 180 degrees (2 MP) & reversing two inches (2 MP per inch) uses a total of 6 MP.



## II. TARGET DECLARATION PHASE

After the **Active Player's Movement Phase** has been completed, the **Target Declaration Phase** begins. Starting with their leftmost unit, the **Active Player** may declare a single target for each of their units. Multiple units may declare the same target. If two or more units are shooting at the same target, resolve shots one at a time. If a unit's target is destroyed before their shot is made, it is voided. Any declarations failed to be made during the **Target Declaration Phase** are voided. Additional targets may not be selected once the **Shooting Phase** has begun.

## LINE OF SIGHT

**Line of Sight** is required for units in order to shoot at a target. A **Line of Sight** is determined by being able to draw a straight,uninterrupted line from the shooter's barrel to any part of thetarget. There are no distance limitations to **Line of Sight**.

[03]

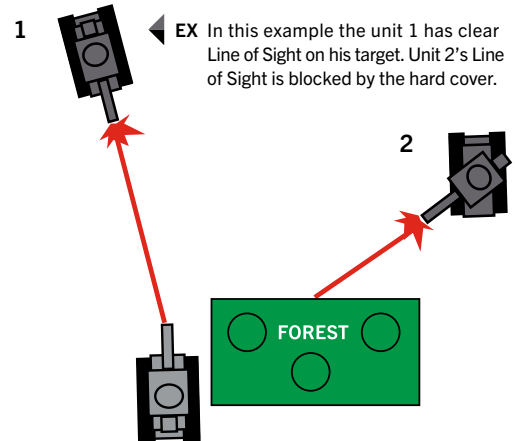
## III. SHOOTING PHASE

1. Use the **Victory Table** to determine the minimum roll needed to destroy a target by finding the intersection between the shooting unit's **Attack Points** and the target's **Defense Points**.

[04]

2. Roll 2, 6 sided dice (2D6).
3. If the sum of the dice roll is greater than or equal to the number needed, the target unit is destroyed.

### 03 LINE OF SIGHT



### 04 VICTORY TABLE

The Victory Table is used to find the minimum dice roll needed to destroy the target unit.

VICTORY TABLE											
ROLL 2x DICE	DEFENSE POINTS (DP)										
	≤0	1	2	3	4	5	6	7	8	9	10
ATTACKING POINTS (AP)	1	7	8	9	10	11	12	-	-	-	-
	2	6	7	8	9	10	11	12	-	-	-
	3	5	6	7	8	9	10	11	12	-	-
	4	4	4	5	6	7	8	9	10	11	12
	5	3	4	5	6	7	8	9	10	11	12
	6	3	3	4	5	6	7	8	9	10	11
	7	3	3	3	4	5	6	7	8	9	10
	8	3	3	3	3	4	5	6	7	8	9
	9	3	3	3	3	3	4	5	6	7	8
	10	3	3	3	3	3	3	4	5	6	7

EX The active player is shooting with an **M4 SHERMAN** at a **PANZER III**. On the Victory Table we see the intersection of the M4 Sherman's AP and the Panzer III's DP. The active player must roll an **8 OR HIGHER** on **2D6** in order to destroy the Panzer III.





# MODIFIERS

**Attack, Defense, and Movement Modifiers** adjust your unit's stats. **Modifiers** will either add or subtract from the unit's **Attack, Defense, or Movement Points**.

## REAR SHOT

Units suffer a (-2) **Defense Modifier** when they are being targeted from behind.

[05]

## HIDDEN UNITS

- If any part of the target unit is hidden behind an **Obstacle** or **Terrain** (Tanks, buildings, walls, hedgerows, etc.), it will be more difficult to hit.
- The closest facing side of the target is used to determine **Attack Modifiers**.

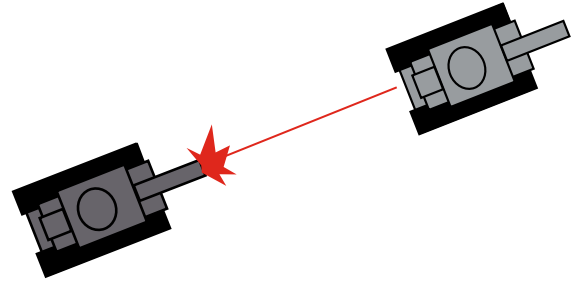
[06]

- If less than 50% of the target's facing side is hidden, a (-1) will be applied to the shooting unit's **AP** value.
- If between 50%-99% of the unit facing side is hidden, then a (-2) is applied to the shooting unit's **AP** value.

### EXAMPLE

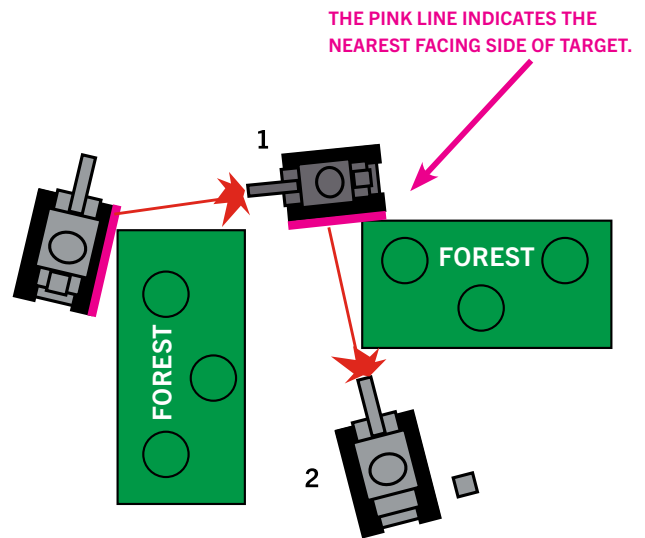
Abner is shooting Cody's T-34 with his Ferdinand, but Abner's Line of Sight is partially blocked by an obstacle. Less than 50% of Cody's T-34 is hidden. The Ferdinand now has a (-1) Attack Modifier, changing his 9 AP to 8 AP.

### 05 REAR SHOT



### 06 HIDDEN UNITS

**EX 1** Unit 1 has four Attack Points, but can see less than 50% of its target's nearest facing side. Unit 1 receives a (-2) to its Attack Points, making total Attack Points two.



**EX 2** Unit 2 has four Attack Points. It can see more than 50% of its target's nearest facing side, it receives a (-1) to its attack points. Making its total Attack Points three.

# OBSTACLES AND TERRAIN

Solid objects over 4 bricks high, such as houses, dense wooded areas, and hills are **Hard Cover**. **Hard Cover** blocks **Line of Sight** completely.

[03]

**Soft Cover Obstacles** can be shot through with modifiers.

[07]

When placing **Obstacles** and **Terrain**, you can divide them among the players and take turns placing them. Alternatively, one player can set the entire battlefield, or each player can set up their half of the battlefield.

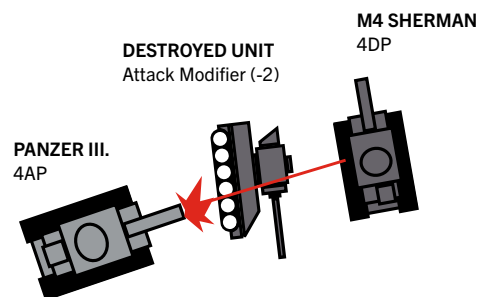
## DESTROYED UNITS

When a unit is destroyed it is placed on its side.

[08]

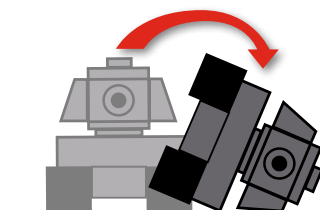
Destroyed units become **Soft Cover Obstacles**. They may not be moved or reoriented during battle. If a destroyed unit blocks any part of a unit's **Line of Sight**, it may be shot through with a (-2) **Attack Modifier**.

### 07 SOFT COVER



4 AP (- 2 ) ATTACK MODIFIER = 2 AP

### 08 DESTROYED UNIT



# STARTING A GAME

A 3'x4' battlefield is recommended, but Micro Brick Battle can be played anywhere.

## YOU WILL NEED:

- Ruler or tape measure
- 2 six-sided dice (2D6)
- Units for each player
- **Terrain** and/or **Obstacles**

## DEPLOYMENT

After the battlefield has been set up, but before the game starts, both players must place their units onto the battlefield. Mark an area 6 inches away from each player's starting edge, this area is called the **Deployment Zone**.

Players alternate placing units in their **Deployment Zones** until all units have been deployed onto the battlefield. To determine who deploys the first unit, each player rolls 1D6. The high roller deploys first. The player who deploys first also gets to take the first turn.

[09]

## FIRST TURN RULE

The player who goes first does not take a full turn the first round. Instead, they must make a decision to skip either their **Movement Phase**, or their **Shooting Phase**. This decision is made at the start of their first game turn. This only applies this player's first turn. The first player does not have to tell their opponent if they will be shooting or moving until all units are deployed.

### EXAMPLE

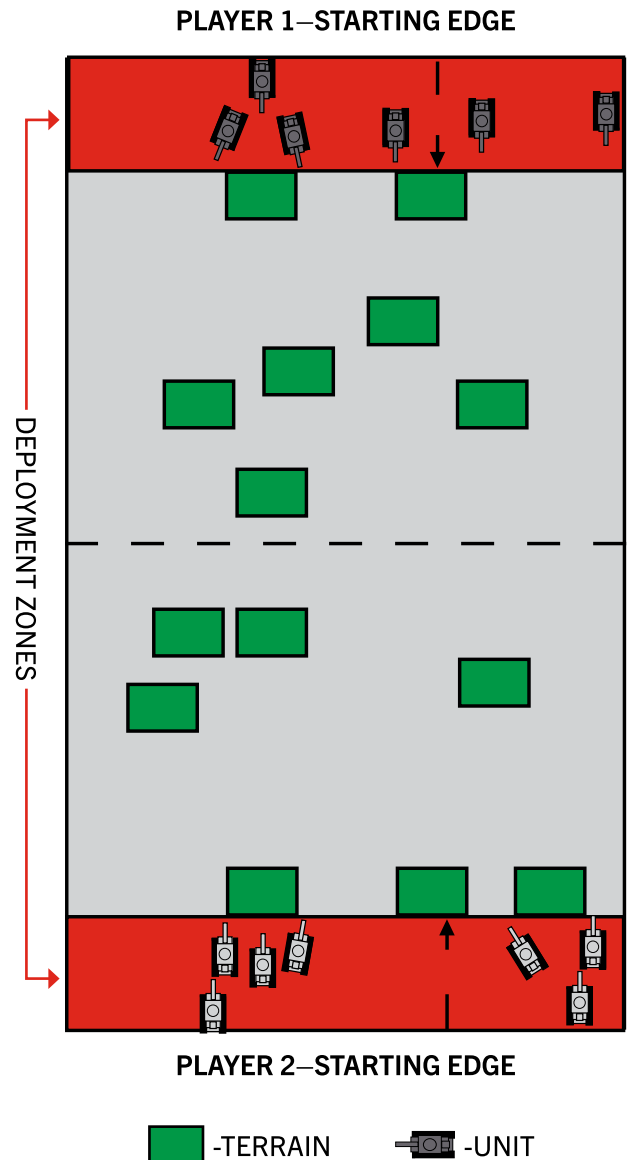
**A:** Landon has Line of Sight, so he skipped his Movement Phase. His turn starts with the Target Declaration Phase and ends with the Shooting Phase.

**B:** Landon has no Line of Sight, so he skipped his Shooting Phase. His turn starts and ends with the Movement Phase.

Use a time limit to make Deployment go faster.

### PRO TIP

## 09 DEPLOYMENT ZONE



## WINNING

A player wins when all of their opponent's units have been destroyed, unless otherwise specified by a scenario.

## CONFLICT RESOLUTION

While we have attempted to make these rules as thorough as possible, there may be disagreements over their application in certain situations. Therefore, we suggest using a die roll to determine the outcome. Each player rolls 1D6, the player with the highest roll wins the disagreement, and game play continues. This should only be used as a last-ditch conflict resolution.

## THE GOLDEN RULE

Although both players are trying to win, they should remember that the goal of Micro Brick Battle is for both players to have fun.

## YOUNG PLAYERS GUIDE

Micro Brick Battle's rules can be uniquely adjusted so young players can play modified rules. These can be played alongside the advanced rule set, ensuring fun for all ages. Players will still be playing the same game but with slightly modified rules.

### IF YOU HAVE YOUNGER PLAYERS HERE ARE A FEW SUGGESTIONS:

- Start with the quick play rules (see pg. 37).
- Once they are ready, try adding a **Hidden Tank** rule: If the tank being attacked is partially hidden, the attacker receives a (-1) **Attack Modifier**. A good indicator that they are ready is that they can play the game on their own.
- If one player is ready to play with more advanced rules and another isn't, one player can play with modified rules, while the other plays with the base, or advanced rules.
- For really young players, create a single die that has two colors. One color is a hit and the other is a miss. Movement can be measured using a stick or 1x12 brick.

## HOUSE RULES

Micro Brick Battle allows for easy customization of rules and scenario objectives. Be creative and come up with your own battles and rules.

### HERE ARE A COUPLE OF HINTS.

- All players must agree on rules before starting a battle, write them down!
- Don't add too much into one battle. Too many extra rules may slow your game down.
- If a rule doesn't play out as expected try altering it slightly.

### EASY WAYS TO CREATE RULES WITH DICE ROLLS.

- Even or odds
- High roller wins
- Must roll a certain number or higher
- Must match the number your opponent rolls on a single die.
- First person to roll an agreed upon number.

# THREE OR MORE PLAYERS

## TEAM PLAY

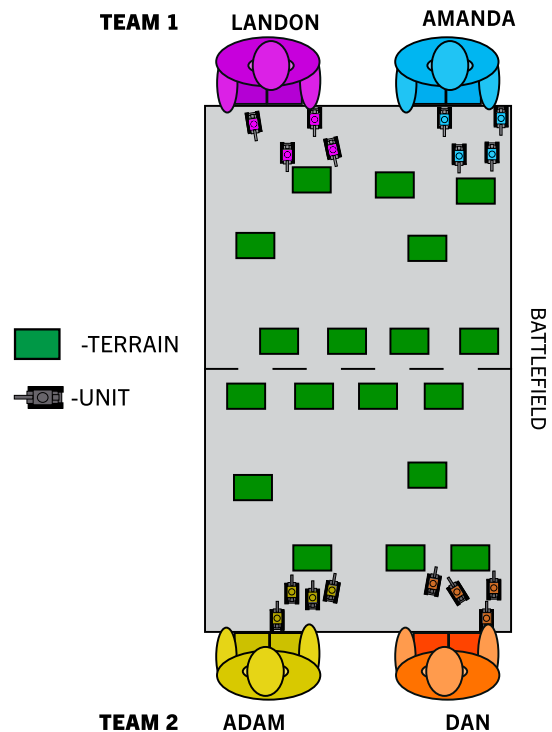
Players should first split into teams. Each team controls one army, the players each take control of part of their team's units. Each team will take two turns per round. Turns alternate between teams. Only the first player on the team that goes first follows the **First Turn Rule**.

[10]

### EXAMPLE

- **ADAM** and **DAN** are playing as the Allies.
- **AMANDA** and **LANDON** are playing as the Axis. The Axis have the first turn. **AMANDA** chooses to move on her first turn. She moves three of her four Panzer IIIs into position.
- It is now **DAN'S** turn.
- **LANDON** goes next.
- Last to play this round is **ADAM**.

## 10 TEAM PLAY



## FREE FOR ALL

Each player will control their own army. They deploy their forces on an edge of the battlefield.

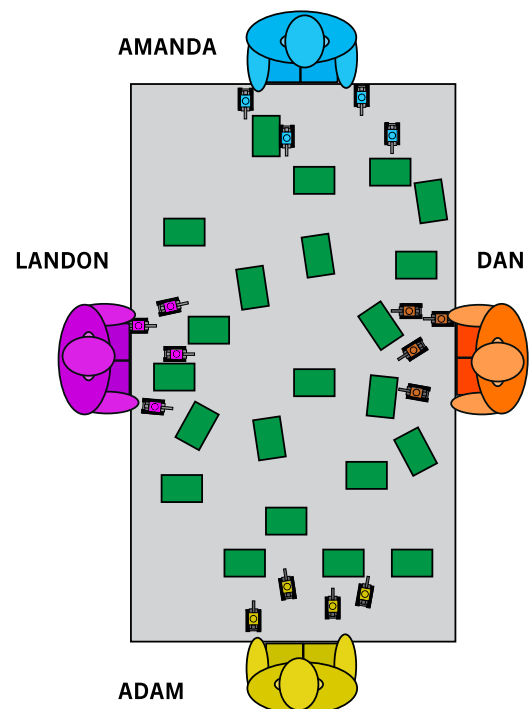
Forces should be deployed at least 18" apart. At the start of each round all players roll a die. The player with the highest roll will begin, and play will rotate clockwise.

[11]

### EXAMPLE

- All the players roll a single die.
- **DAN** gets a five he will start this round. He chooses to skip his Movement Phase. After his turn, play continues clockwise.
- When **AMANDA** has completed her turn, all of the players roll a die.
- **LANDON** has the highest roll with a six, he will start the next round.

## 11 FREE FOR ALL





# ADVANCED RULES

These rules can be added to play whenever the players want to add more depth to their games.

## EFFECT CARDS

Several scenarios have included **Effect Cards** (Battle of Khalkhin Gol, Kursk, etc.) Here are two ways we suggest playing with **Effect Cards**.

## EFFECT DECK

Each player selects up to 3 **Effect Cards**. If playing with more than 2 players, each player selects up to 2 cards. Never play with more than 6 cards in the **Effect Deck**. Shuffle all the cards together and place them next to the battlefield. Players do not start with any cards. At the end of a player's turn where they have destroyed at least one enemy unit, they draw a single card. Each player can only play one **Effect Card** per round. After an **Effect Card** has been played it is discarded and removed from the game.

## HAIL MARY EFFECT CARDS

Players agree on selecting a number of cards, we suggest one or two cards. Each player selects their cards in secret and places them into their hands. A player may not choose multiples of the same card. These cards may be played during the battle. Multiple cards may be played in the same turn. After an **Effect Card** has been played, it is discarded and removed from the game.

## SPECIAL UNITS REINFORCEMENT UNITS

Before the battle starts, a player may place a number of units off to the side of the battlefield, these are **Reinforcement Units**. **Reinforcement Units** must wait a minimum of 3 rounds before entering the battlefield. **Reinforcement Units** enter the battlefield during the player's **Movement Phase**, and start their movement on the player's edge of the battlefield. **Reinforcement Units** may not be targeted until they have moved onto the battlefield.

## SELF PROPELLED GUNS (SPG)

- An SPG can either move *or* shoot each turn.
- SPGs may use a spotter to declare their shot.
- SPGs can shoot over all **Obstacles** and **Terrain**.
- SPGs are unaffected by **Rear Shot Defense Modifiers**.
- SPGs may target airplanes for an **Attack Modifier** of (-2).

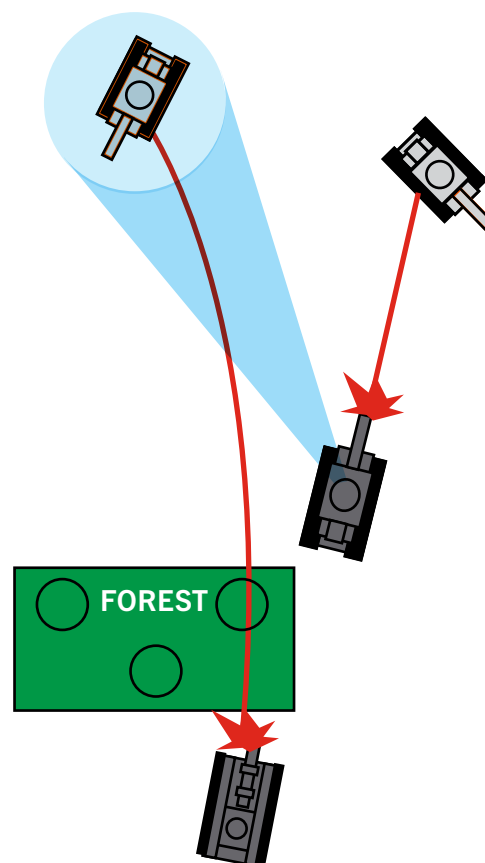
## SPOTTERS

- Spotters act as **Line of Sight** for special units (example: SPG, Artillery etc.).
- A Spotter may still declare a target and attack as normal.
- Friendly units may act as **Spotters**.

[12]

12

SPOTTER



## AMPHIBIOUS VEHICLES

- Amphibious Vehicles treat all water as passable **Terrain**.
- Fountains and wells are considered **Obstacles**, not water.

## MOVEMENT IN WATER

- Amphibious Vehicles cannot rotate more than 45 degrees during a turn while in water.

### [13]

- If an Amphibious Vehicle is destroyed while in the water, it sinks and is removed from the battlefield.
- **Attack**, **Defense**, and **Movement Points** vary based on whether tanks are in water, or on land.
- An Amphibious Vehicle's stats are determined based on where they started their turn. An Amphibious Vehicle cannot shoot on the first turn it moves onto land.

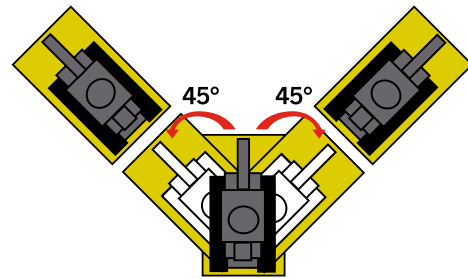
## ARTILLERY

- Artillery may not move after being deployed.
- Artillery can be placed up to 12" from a player's starting edge during **Deployment**.

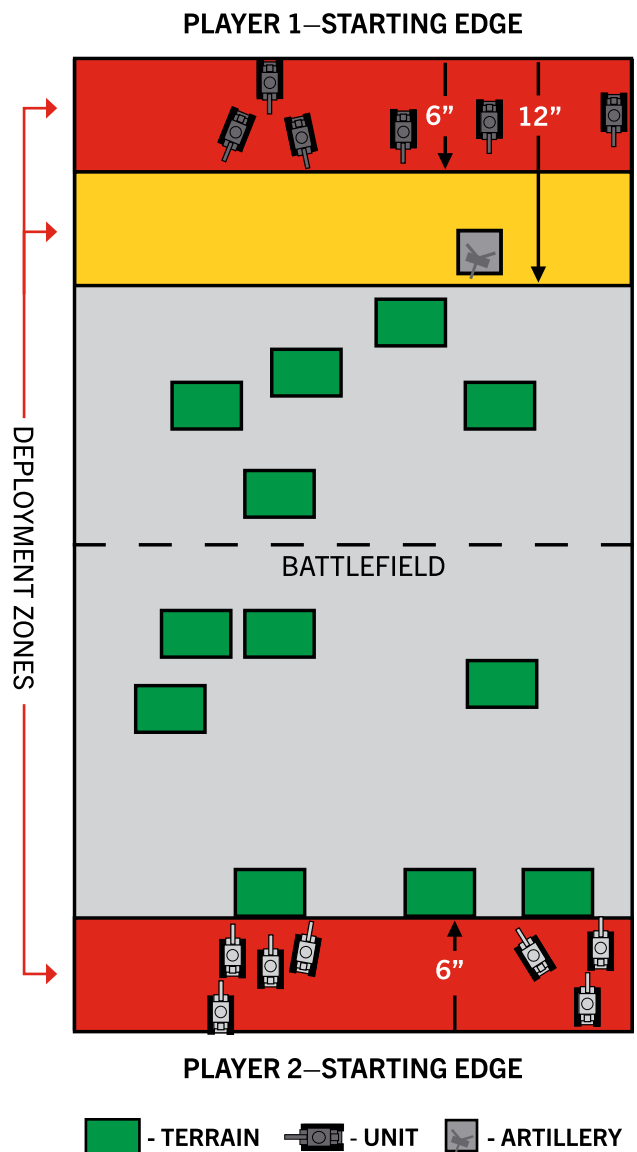
### [14]

- Artillery can be deployed with an Emplacement or Bunker (See **Obstacles** pg. 15) When an artillery unit is destroyed, it is removed from the battlefield.
- Artillery can shoot over any **Obstacles** and **Terrain**.
- Artillery may target airplanes at a (-2) **Attack Modifier**.

### 13 AMPHIBIOUS VEHICLE



### 14 ARTILLERY DEPLOYMENT



# TANK COMMANDERS

A unit with a **Tank Commander** has the special ability to either **Move-Shoot-Move**, or **Shoot-Move-Shoot**. Players may only include one tank commander in their army. When a tank commander is destroyed, their tank becomes an **Obstacle** as normal.

A **Tank Commander** adds a **Resource Cost** of (+10) to their unit. Use a minifig head or a colored stud to mark **Tank Commanders**.

## EXAMPLE

### MOVE-SHOOT-MOVE

Dan chooses to use his commander's special ability of **Move-Shoot-Move**. He plays the phases of his turn as normal. Once all of his vehicles have finished their **Shooting Phase**, his commander's tank then gets an additional **Movement Phase**.

### SHOOT-MOVE-SHOOT

Dan chooses to use his commander's special ability of **Shoot-Move-Shoot**. The commander's unit takes an additional **Target Declaration Phase** and **Shooting Phase** before turn phases begin.

After an unsuccessful roll, place a die next to the airplane with the number needed for next turn. This can help remind you what turn you're on.

## PRO TIP

# TURN SEQUENCE

- Airplanes get three **Actions** per turn.
- An **Action** consists of **Moving**, or **Shooting**.
- **Actions** can be done in any order, but an airplane must make at least one **Move Action** per turn (ex. Shoot-Shoot-Move, or Move-Shoot-Move.)
- Airplanes take all of their **Actions** before the **Active Player's** other units.
- Airplanes must exit the battlefield at the end of their second turn.
- Airplanes re-enter the battlefield on either table edge adjacent to where they exited.

When an airplane exits the battlefield, leave it next to the edge it exited.

## PRO TIP

# AIRPLANE RULES DEPLOYMENT

- Airplanes never start the game on the battlefield.
- At the beginning of each turn, starting with the first turn, roll 1D6 for each of your airplanes not currently on the battlefield.
- On each roll of a 6 a single airplane enters the battlefield via your starting edge.
- Subtract 1 to the needed roll for each consecutive turn your airplane has not come back onto the battlefield.

TURN	1	2	3	4	5	6
DIE ROLL	6	5+	4+	3+	2+	1+

# MOVEMENT

- Airplanes get one 45° turn per **Move Action**.
- Airplanes must move at least half of their **Movement Points** per **Move Action**.

# SHOOTING

- Airplanes are armed with machine guns and get a limited quantity of missiles and/or bombs per game, as shown in their stats.
- Airplane's **Line of Sight** varies based on the placement of its machine guns.
- An airplane is able to target units it has flown over in a **Movement Action**, or units that are directly in its **Line of Sight**.

[14]

## EXAMPLE

The JU-87 Stuka has both front and rear facing machine guns. It may target units in front of, or behind it.

- Airplanes may not target units behind **Obstacles/Terrain** that are 4 + bricks high, with machine guns or missiles.
- Airplanes can shoot through **Obstacles/Terrain** at a (-1) **Attack Modifier**.
- Airplanes become destroyed units as normal.
- Airplanes do not block **Line of Sight** while flying.

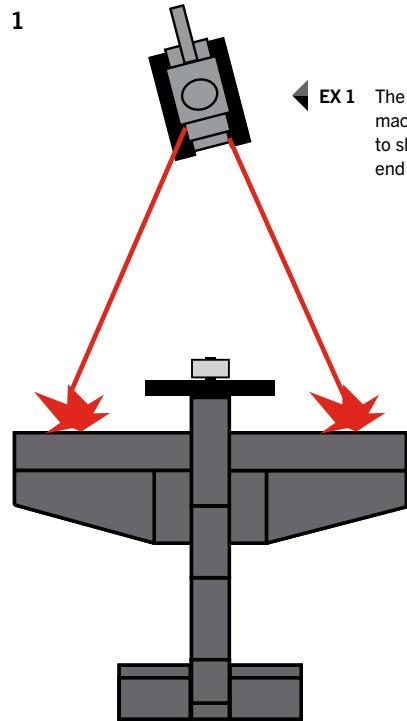
# MACHINE GUNS



- Machine guns are an airplane's primary weapons. The **Attack Points** on an airplane's stats represent their machine guns. Use the **Victory Table** as usual.
- **Attack Modifiers** and **Defense Modifiers** can still be applied to this roll.
- Machine guns have an attack range equal to half of Their airplane's **Movement Points**.

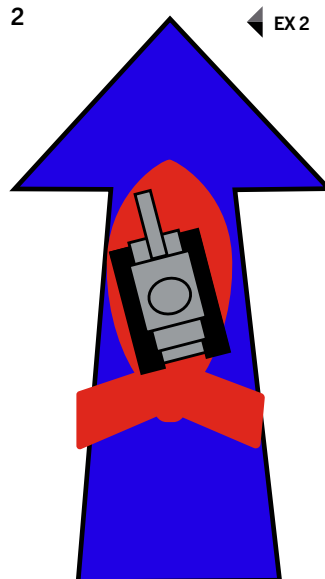
## 14 AIRPLANE SHOOTING

1



EX 1 The airplane may use its machine guns or missiles to shoot at Unit 1 at the end of its movement.

2



EX 2 The airplane has flown over Unit 2, it may choose to shoot at this unit with a rear facing machine gun, missile, or bomb.

## MISSILES



- Missile attacks are made in the same manner as Attacking in the **Shooting Phase**. Use the **Victory Table** as usual.
- Missiles have 8 **Attack Points**.
- Airplanes may target units on the facing half of a hill with a Missile.

[15]

## BOMBS



- An airplane may only shoot a ground target with bombs if it has flown directly over it this turn.
- Bombs destroy a ground unit on the roll of a 5 or greater with 2D6.
- Airplanes may Bomb targets within a hill's border.

## TARGETING AIRPLANES GROUND UNITS

- Many ground units are equipped with all manner of secondary weapons. For game purposes, these are all considered small arms.
- Ground units are equipped with small arms in addition to their primary weapons.
- A unit may shoot with small arms instead of shooting with its normal weapon.
- Small arms may only target airplanes.
- Small arms have an attack range equal to half their target's **Movement Points**.
- Small arms need to roll a nine or greater to destroy Airplanes.

## AIRPLANES

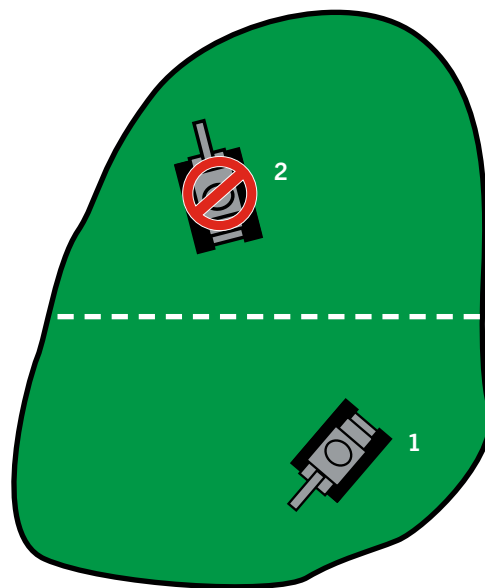
- Airplanes may target another airplane with their machine guns or missiles. Airplanes have 4DP against machine guns.
- Airplanes must be within **Line of Sight** in order to be targeted.

Try adding black or gray minifig hands onto micro tanks to represent small arms.

### PRO TIP

15

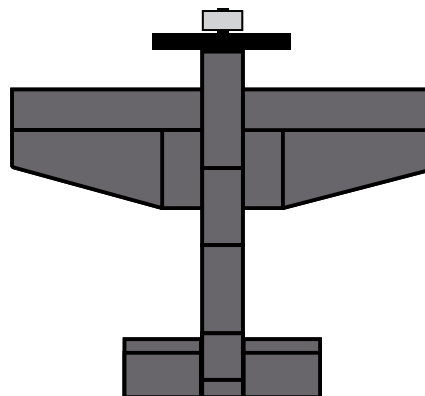
### AIRPLANES AND HILLS



EX

The airplane is flying towards a hill. It can target Unit 1 with either machine guns or missiles.

Unit 2 is unable to be targeted because the airplane cannot draw Line of Sight.





# TERRAIN

Adding Terrain can create a more interesting battlefield. Create your own three-dimensional Terrain out of Lego bricks or plates. Alternatively, an outline of plates can be used to indicate the shape of a Terrain feature. Terrain can be made out of anything; paper, fabric, foam, etc. Felt is a good option to create large, flat playing areas. BRICKMANIA® BATTLE MATS will give you the added advantage of having grid coordinates. Some Terrain comes with optional Resource Costs.

(See Resource Tables pg 20)

## IMPASSABLE TERRAIN

- Any areas that cannot be moved over by ground units are **Impassable Terrain**. (ex. mountains, heavy forests).
- Larger bodies of water can be flown over but cannot be traversed by ground units, unless otherwise specified. If a unit is attacking a target in a large body of water they have an **Attack Modifier** of (-3). Bodies of water can be moved over if a bridge is in place.

## HILLS

- Hills can be any width and shape but are all considered to be more than 8 bricks high.
- The hill boundary is defined by its outside border.
- No unit outside the boundary of the hill may shoot a target through the hill.
- No unit outside the boundary of the hill may shoot at any target on the hill.
- Units on the hill may shoot at all other units, including units on the hill because of height advantage.

### [16]

- SPGs may target units on the hill as long as they have a spotter within the boundary of the hill.
- Airplanes can drop bombs on targets on any part of the hill.
- Airplanes can only shoot at targets on the hill side facing them.

### [15]

## LIGHT TREE COVER

Light Tree Cover is **Soft Cover** and can be shot through with an **Attack Modifier** of (-1).

## HEDGEROWS

Hedgerows are **Soft Cover** and can be shot through with an **Attack Modifier** of (-1).

## MUD, SAND DUNES, AND SHALLOW WATER

Mud, Sand Dunes, and Shallow Water can be moved through with a **Movement Modifier** of (-1).

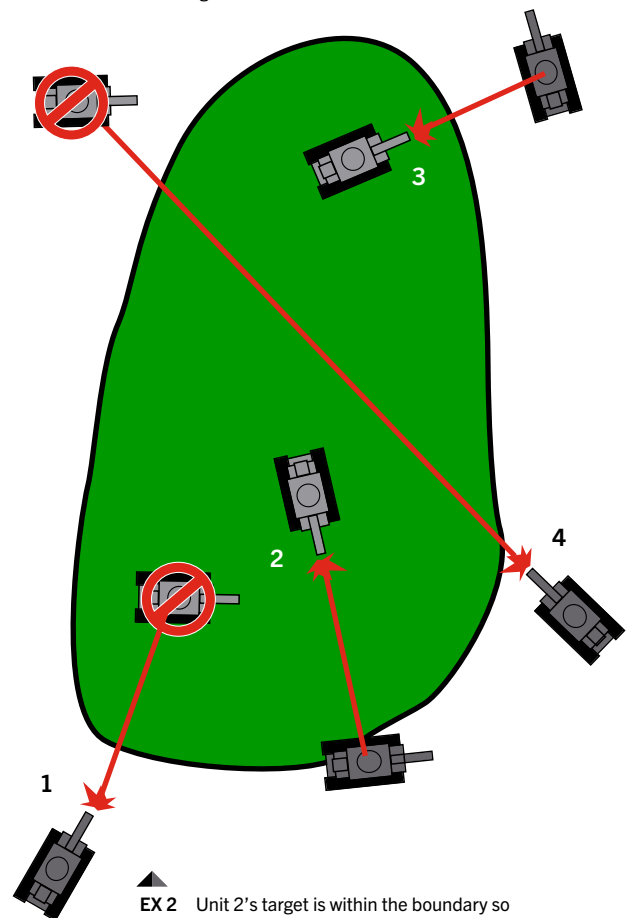
### 16

## HILL LINE OF SIGHT

**EX 1** Unit 1's Line of Sight is blocked because it is not within the boundary of the hill.

Unit 4's Line of Sight is blocked by the hill.

Units 1 and 4 do not have clear Line of Sight because of the Hill.



**EX 2** Unit 2's target is within the boundary so it has a clear Line of Sight.

Unit 3's target is outside the boundary but it still has clear Line of Sight because of the height advantage.

# OBSTACLES

Adding Obstacles creates cover and also helps create a fun and an interesting battlefield. We suggest a minimum of 4-6 Obstacles on a battlefield.

The **Resource Cost** (see pg. 22) for most Obstacles is an optional rule. Players agree before a battle if Resource Points can be used to purchase extra Obstacles.

## LOW WALLS

**Low Walls** are 1-2 bricks high and offer a **Defense Modifier** of (+2). This **Defense Modifier** replaces any **Hidden Unit Modifiers**. Units can shoot from behind **Low Walls** without penalty.

## BRIDGES

- Bridges can be used to pass over rivers and other water.
- Bridges that are 1-3 bricks high offer a **Defense Modifier** of (+2) and replace **Hidden Unit Modifiers**.
- Bridges that are 4+ brick's high are considered **Hard Cover**.

## EMPLACEMENTS

**Emplacements** offer a **Defense Modifier** of (+2) when a unit behind an **Emplacement** is targeted from the front. This **Defense Modifier** replaces any hidden unit **Modifiers**. Units can shoot from behind **Emplacements** without penalty. **Emplacements** can be moved over for a **Movement Modifier** of (-1).

## BUNKERS

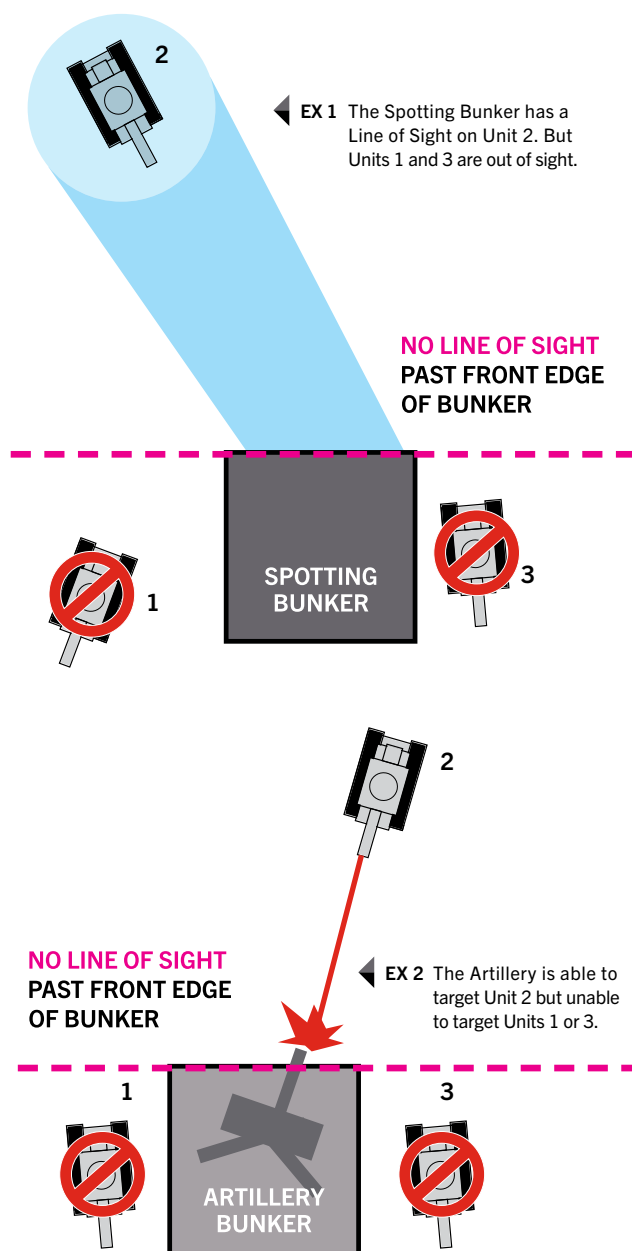
- Bunkers cannot be larger than 4 studs by 8 studs.
- **Resource Points** must be used in order to purchase a Bunker.
- **Artillery Bunkers** provide a **Defense Modifier** of (+2) to all sides of an artillery unit. The artillery unit cannot shoot at targets behind the Bunker's **Line of Sight**.
- **Spotting Bunkers** can be used as spotters and may act as **Line of Sight** for friendly units. Their **Line of Sight** is only from the front of the bunker. They cannot see any targets that are behind, or directly parallel.

[17]

Players can choose to create a separate Resource Point total that each player can spend on Obstacles. This is then used to buy Obstacles and Terrain for their side of the battlefield.

### PRO TIP

#### 17 BUNKERS LINE OF SIGHT



## WIRE OBSTACLES

- **Wire Obstacles** are 2 studs by 6 studs.
- **Wire Obstacles** can be moved over with a **Movement Modifier** of (-3).
- Units cannot move over more than one **Wire Obstacle** in a single turn.
- **Wire Obstacles** are removed from play after they have been moved over.
- Units can shoot through **Wire Obstacles** without penalty.

## TANK TRAPS

- Tank Traps are 2 studs by 4 studs.
- Tank Traps block movement of ground units.
- Units can shoot through Tank Traps without penalty.

## DESTROYING OBSTACLES

To show an **Obstacle/Terrain** can be destroyed, place **Hit Markers (HM)** (pg. 22) on the **Obstacle/Terrain** before forces are deployed. Units must target the **Obstacle/Terrain** and use their shot to remove a single marker. Once all markers have been removed it is destroyed. It is then removed from the battlefield. Units can move, and draw **Line of Sight** through destroyed **Obstacles/Terrain**.

Airplanes can target **Obstacles/Terrain**:

- Bombs remove up to 5 Hit Markers.
- Missiles remove up to 3 Hit Markers.
- Machine guns remove 1 Hit Marker.

### EXAMPLE

To destroy a house, a unit must shoot the house 3 times before it is removed from the battlefield.

## MINES

MINES CAN BE PLAYED THREE WAYS:

### SECRET MINEFIELDS

Using the **Brickmania® Battle Mat**, each player writes down the coordinates of a square. This square is the location of the **Minefield** (Example: B5).

If you don't have a **Battle Mat**, you can add grid coordinates to any battlefield.

If a unit enters coordinates with a **Minefield**, the player shows their written down coordinates to the other player to confirm the **Minefield's** location. Both players roll 1D6. The player who entered the Minefield calls even or odd. If the sum of both dice matches their call, then their unit is safe. If it does not, their unit is destroyed.

### MINEFIELD ZONES

Create a zone on the battlefield where mines are laid. If a unit enters, or starts their movement in the **Minefield**, roll a single D6. On a roll of 5 or higher, the unit is destroyed. Or players can use the mine cards as provided in the D-Day Magazine Scenario to create a **Minefield Deck**. Decks should include 3 dud cards, and 3 explosion cards. Shuffle the cards and place them next to the battlefield face down.

If a unit enters, or starts their movement in the **Minefield**, draw a card from the **Minefield Deck**. If the card shows a mine, the unit is destroyed. If the card shows a dud, nothing happens. Return the card to the deck and reshuffle.

### VISUAL MINES

Each player places an agreed upon number of mines. If using Lego to represent mines the dimensions should be 4 studs x6 studs. When a unit touches any part of the mines, movement is paused. Players roll 2D6 for evens or odds as described in **Secret Minefields** above. Players can also use the mine cards. These cards are resolved as described in **Minefield Zones** above. If using cards, there should be 1 more dud card than mine card.

# WEATHER

There are two ways to play with weather. In both, players must agree to a type of weather condition that will be affecting their battle before the game starts.

Many weather conditions restrict **Line of Sight**. A unit does not need to see the entirety of its target in order to shoot, as long as part of the target is within their radius. **Hidden Tank** rules only apply if target is behind an obstacle. These restrictions apply to Spotters as well.

Airplanes cannot enter the battlefield when there are weather conditions in play. If an Airplane is on the battlefield when weather conditions change, it must leave the battlefield at the beginning of its turn.

## CONSTANT

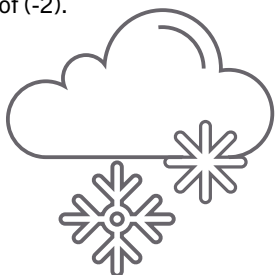
Weather conditions are in effect for the duration of the battle and never change.

## ROLLING FOR WEATHER

At the beginning of each round roll 2D6. If the total rolled is 9 or higher weather rules will be in effect this round. If the rolled total is 8 or less weather does not affect the round.

## BLIZZARD

Blizzard affects **Movement**, **Line of Sight**, and **Defense**. Units are unable to see targets outside of a 6" radius. In addition, they have a **Movement Modifier** of (-2), and a **Defense Modifier** of (+2), and **Special Units** have an **Attack Modifier** of (-2).



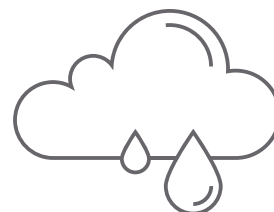
## HEAVY FOG

Heavy Fog affects **Line of Sight**. Units are unable to see targets outside of a 12" radius.



## RAIN

Rain affects movement and **Line of Sight**. Units are unable to see targets outside of a 10" radius. In addition, they have a **Movement Modifier** of (-1).



## SAND STORMS

Sand Storms affect movement and **Line of Sight**. Units are unable to see targets outside of a 5" radius. In addition, they have a **Movement Modifier** of (-1).



# BUILDING YOUR ARMY

## CREATING UNITS

Players will build their army using their own LEGO® elements. We have included the Panzer III and the M4 Sherman building instructions (see pg. 28-29) for the 6 vs 6 Scenario (pg. 24). For more unit instructions look for Brickmania's Micro Brick Battle V2, magazine scenarios, future releases, or create your own.

## RESOURCE POINTS

Each unit has a **Resource Points Cost**. Before starting a battle players agree on how many **Resource Points** they will each use to build their army.

### EXAMPLE

Austin and Tracy want to play a fast game of Micro Brick Battle. They decide to make their forces with a limit of 70 points. Tracy decides to make her force up out of M4 Shermans. Each M4 Sherman has a cost of 14 Resource Points. Tracy can purchase five M4 Shermans and will have no points left over. Austin decides to play a Japanese force and picks 3 Type 97 TE-KE and 3 Type 4 x Ho-Ro SPGs he has enough points left over to purchase a bunker.

### ARMY SIZE CAN DIRECTLY AFFECT PLAY TIME.

<100 Resource Points:	Approx. <b>20-45</b> min
100–150 Resource Points:	Approx. <b>45-60</b> min
150+ Resource Points:	Approx. <b>60+</b> min



# RESOURCE TABLES



# RESOURCE TABLES

COUNTRY	AP	DP	MP	RC	SPECIAL ABILITIES
<b>GERMANY</b>					
Panzer II	2	2	6	9	
Panzer II Luchs	2	2	12	10	
Panzer III	4	4	8	13	
Panzer IV	5	4	7	14	
Panzer 38(t)	2	2	8	9	
Tiger I	8	6	9	20	
Ferdinand	9	5	6	19	
Panther	6	5	9	16	
StuG III	5	4	7	14	
Wespe	5	3	5	13	Use SPG rules
Flak 36	4	6	0	12	Use Artillery rules
<b>FRANCE</b>					
Renault Ft-17	1	1	3	7	
Renault R35	2	3	4	10	
Char B1 Bis	4	5	5	14	
Sumoa S35	4	4	8	13	
Sumoa Sau 40	3	4	6	12	
<b>GREAT BRITAIN</b>					
M3 Grant	4	4	6	13	
Churchill	4	6	3	15	
Firefly	6	4	8	15	
Matilda II	2	4	3	11	
Valentine	3	3	3	11	
Crusader III (A15 Cruiser)	3	3	6	11	
Cromwell	4	4	8	13	
Bishop	5	3	3	13	Use SPG rules
Sexton	5	3	5	13	Use SPG rules
<b>ITALY</b>					
Carro Armato M13/40	3	3	6	11	
Carro Armato M14/41	3	3	6	11	
Carro Armato P40	4	3	8	12	
Carro Armato L3/35	1	1	8	7	Use SPG rules
Semovente Da 90/53	5	2	5	12	Use SPG rules
Semovente da 75/18	4	3	6	13	Use SPG rules
Semovente da 105/25	5	4	7	14	Use SPG rules

# RESOURCE TABLES

COUNTRY	AP	DP	MP	RC	SPECIAL ABILITIES
<b>JAPAN</b>					
Type 95 Ha-Go	2	2	8	9	
Type 94 Te-Ke	1	1	9	7	
Type 97 Te-Ke	2	1	9	8	
Type 90 I-Go Ko Medium Tank	3	2	5	9	
Type 89B I-Go Otsu Medium Tank	3	2	6	10	
Type 97 Chi Ha Medium Tank	3	3	7	11	
Type 97 ShinHoTo Medium Tank	4	3	7	12	
Type 4 Ho-Ro	6	2	7	13	Use SPG rules
Type 94 37mm AT Gun	2	0	0	7	Use SPG rules
<b>RUSSIA</b>					
BA-6 Armored Car	3	2	6	10	
BA-10 Armored Car	3	2	7	11	
T-26	3	2	6	10	
BT-5	3	2	14	10	
BT-7	3	3	16	11	
T-34/76	5	5	10	16	
T-34/85	6	5	8	16	
KV-1	5	5	7	15	
IS-3	8	6	7	19	
Su-76	5	3	9	13	Use SPG rules
Su-85	6	5	10	16	Use SPG rules
Su-152	7	5	8	17	Use SPG rules
Su-1-12 76mm Gun on Gaz AAA	4	0	7	9	Use SPG rules
KV-2	6	5	7	16	Use SPG rules
M1910/30 122mm Howitzer	5	1	0	11	Use Artillery rules
<b>UNITED STATES</b>					
M3 Stuart	2	3	7	10	
M5 Stuart	2	4	7	11	
M3 Lee	4	4	6	13	
M4 Sherman	4	4	8	14	
M4A3E8 Sherman	5	5	9	15	
M26 Pershing	8	6	8	19	
M46 Patton	8	6	9	20	
M10 Wolverine	6	3	10	14	
M18 Hellcat	5	2	16	12	
M7 Priest	5	3	6	13	Use SPG rules
DD Sherman	4	5	8	15	In Water: May not attack. (-2) Movement Modifier. Must move at least 1MP and can only turn 45 degrees each turn.

# RESOURCE TABLES

COUNTRY			AP	MP	RC	DP	SPECIAL ABILITIES
<b>GERMANY</b>							
JU87 Stuka	3	0	2	18	28	4	Machine Gun Line of Sight - front and the back
<b>GREAT BRITAIN</b>							
Hawker Typhoon	2	2	3	20	31	4	Machine Gun Line of Sight - front

TYPE	AP	DP	MP	RC	SPECIAL ABILITIES
Tank Commander	0	0	0	+10	Either - Shoot, Move, Shoot or Move, Shoot, Move
Staff Car	0	6	10	3	Spotter

TYPE	NAME	HM	RC	SPECIAL ABILITIES
Building	Artillery Bunker	4	4	(+2) Defense Modifier to artillery within bunker. Can only shoot targets from front
Building	Spotting Bunker	4	3	Used as a spotter. Can only draw Line of Sight on targets from front
Building	House	3	5	Hard Cover. 3 shots to destroy and remove from game
Building	Building	5	6	Hard Cover. 5 shots to destroy and remove from game
Building	Base	8	8	Hard Cover. 8 shots to destroy and remove from game
Terrain	Hedgerow	1*	2	Soft Cover (-1) Attack Modifier. When targeted a 6 stud wide gap is made
Terrain	Forest	1*	5	Hard Cover. 1 shot destroys a 4 stud by 4 stud section
Terrain	Light Tree Cover	1*	2	Soft Cover (-1) Attack Modifier. When targeted a 6 stud wide gap is made
Obstacle	Bridges	2	3	1-3 bricks high use Soft Cover, 4+ bricks high, Hard Cover
Obstacle	Emplacement	0**	2	Soft Cover (+2) Defense Modifier when being targeted from the front
Obstacle	Low Wall	1*	2	Soft Cover (+2) Defense Modifier. When targeted a 6 stud wide gap is made
Obstacle	Tank Trap	0**	3	Tank Traps do not block Line of Sight. Ground Units cannot move through
Obstacle	Wall	1*	3	Hard Cover. When targeted a 6 stud wide gap is made

\*Per section of Terrain/ Obstacle

\*\*Cannot be targeted

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# VICTORY TABLE

ROLL 2x DICE		DEFENSE POINTS (DP)										
		≤0	1	2	3	4	5	6	7	8	9	10
ATTACKING POINTS (AP)	1	7	8	9	10	11	12	-	-	-	-	-
	2	6	7	8	9	10	11	12	-	-	-	-
	3	5	6	7	8	9	10	11	12	-	-	-
	4	4	5	6	7	8	9	10	11	12	-	-
	5	3	4	5	6	7	8	9	10	11	12	-
	6	3	3	4	5	6	7	8	9	10	11	12
	7	3	3	3	4	5	6	7	8	9	10	11
	8	3	3	3	3	4	5	6	7	8	9	10
	9	3	3	3	3	3	4	5	6	7	8	9
	10	3	3	3	3	3	3	4	5	6	7	8

# QUICK PLAY RULES

## GETTING STARTED

Micro Brick Battle is played in rounds.

Each round consists of two turns, one turn per player.

For the first game play 6 vs 6 found on pg. 24

### EQUIPMENT:

- 2 six sided dice
- 1 ruler
- Each player will need their own units.
- **Terrain** (see instructions for houses on pg. 30-32)

## TURN OVERVIEW

Each turn has three phases.

A player's turn is over when all phases have been completed.

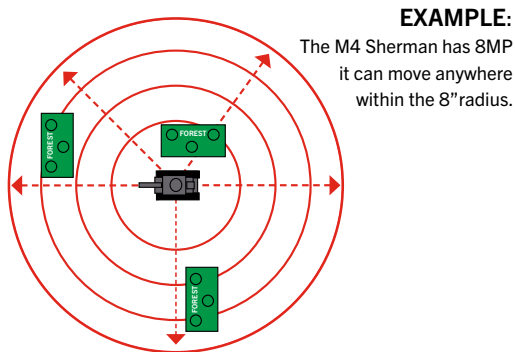
The next player then takes their turn.

## I. MOVEMENT PHASE

The **Active Player** may move all of their units during the **Movement Phase**.

### MOVEMENT POINT (MP) USE

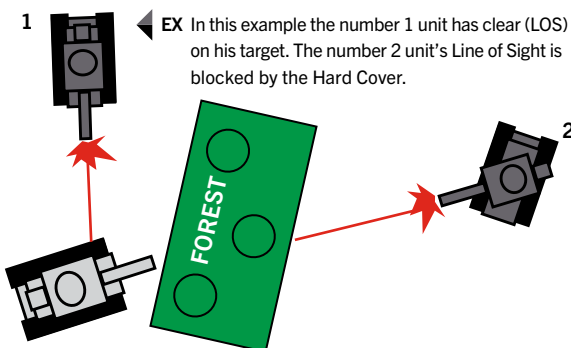
EXAMPLE: 8 MP = a max 8" RADIUS



## II. DECLARATION PHASE

The **Active Player** declares one shot for each tank that has a Line of Sight on a target. Multiple units may shoot at the same enemy. Once the Declaration Phase is done no other declarations may be changed or made.

### 03 LINE OF SIGHT



## UNIT STATS

Each Unit has stats that you will need to reference to play the game.

**RESOURCE COST**  
Unit's purchase price when creating a force.

**UNIT COUNTRY**

**UNIT IMAGE**

**UNIT NAME**

**ATTACK POINTS (AP)**  
Unit's attacking power, use # with Victory Table.

**DEFENSE POINTS (DP)**  
Unit's defending power, use # with Victory Table.

**MOVEMENT POINTS (MP)**  
# of inches unit may move.

**SPECIAL ABILITIES/ FLAVOR TEXT**

**QUICK REFERENCE**  
4AP/4DP/8MP

## III. SHOOTING PHASE

The Shooting Phase starts with the left most tank that has declared a shot.

The **VICTORY TABLE** is used to find the minimum dice roll needed to destroy the target unit.

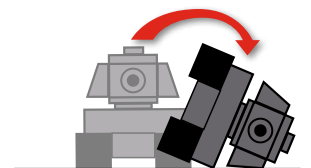
		VICTORY TABLE										
ROLL 2x DICE	ATTACKING POINTS (AP)	DEFENSE POINTS (DP)										
		≤0	1	2	3	4	5	6	7	8	9	10
1	7	8	9	10	11	12	-	-	-	-	-	-
2	6	7	8	9	10	11	12	-	-	-	-	-
3	5	6	7	8	9	10	11	12	-	-	-	-
4	4	5	6	7	8	9	10	11	12	-	-	-
5	3	4	5	6	7	8	9	10	11	12	-	-
6	3	3	4	5	6	7	8	9	10	11	12	-
7	3	3	3	4	5	6	7	8	9	10	11	12
8	3	3	3	3	4	5	6	7	8	9	10	11
9	3	3	3	3	3	4	5	6	7	8	9	10
10	3	3	3	3	3	3	4	5	6	7	8	9



The active player is shooting with an **M4 SHERMAN** at a **PANZER III**. On the **VICTORY TABLE** we see the intersection of the M4 Sherman's AP and the Panzer III's DP. The active player must roll an **8 OR HIGHER** on **2D6** in order to destroy the Panzer III.

## DESTROYED UNITS:

When a vehicle is destroyed, the unit model is placed on its side. Destroyed vehicles become **Obstacles** and cannot be moved during the battle.



## FIRST PLAYER RULE:

The starting player must take either the **Movement Phase** or the shooting phase, not both (see pg. 6). The following round they will take all three phases.

## WINNING

First person to destroy all of their opponent's tanks.





**RULE BOOK VOLUME III**

# MICRO BRICK BATTLE™

**INSTRUCTIONS FOR PLAYING MICRO BRICK BATTLE™ | A GAME BY BRICKMANIA®**

For the first time we are compiling all of the rules for Micro Brick Battle™ in one book. Included are the new V3 Base, Advanced, Quick Play, Airplane, and Terrain rules; as well as Scenarios, Quick Play Guide, Young Player Guide, and building instructions.

Micro Brick Battle™ is a fast-paced WWII tabletop strategy game by Brickmania® that uses 1:120 scale models built with LEGO® elements. This turn-based game is designed for all ages, and can be played in several different ways. A game can be just a simple skirmish, or based on a battle scenario.