

BRICKSHOW BATTLES

HOW TO PLAY 1 TO 6 PLAYERS PER GAME

- 1) TAKE A LOOK AT WHAT THE CHARACTER CAN DO. YOU CAN LOOK AT THE “PICK YOUR CHARACTER” SHEETS FOR IDEAS

FOR BEGINNERS

LOOK AT WHAT YOUR CHARACTER IS HOLDING. WHAT SORT OF THINGS DO YOU THINK THEY CAN DO?

ADVANCED RULES

YOUR CHARACTER SHEET TRACKS YOUR HEALTH, AND LISTS YOUR ABILITIES

- 2) PICK THE CHARACTER YOU WOULD LIKE TO PLAY AS

- 3) THE GAME MASTER WILL INTRODUCE THE BADDIES YOU’LL BE FIGHTING

- 4) THE YOUNGEST PLAYER GOES FIRST, ALL THE WAY TO THE OLDEST PLAYER. THEN THE BADDIES TAKE THEIR TURN

- 5) ON YOUR TURN, YOU HAVE 2 ACTIONS. HERE ARE SOME SUGGESTIONS OF WHAT YOU CAN DO:

FOR BEGINNERS

- MOVE UP TO 4 SQUARES
- ATTACK AT CLOSE RANGE (1 SQUARE AWAY)
- ATTACK AT DISTANCE (4 SQUARES AWAY)
- TALK TO A FRIEND OR FOE
- HELP A FRIEND

ADVANCED RULES

- MOVE (MAXIMUM DISTANCE LISTED ON CHARACTER SHEET)
- USE AN ACTION LISTED ON YOUR CHARACTER SHEET WITHIN YOUR RANGE LIMIT
- TALK TO A FRIEND OR FOE
- HELP A FRIEND

YOU CAN ALSO SUGGEST SOMETHING ELSE. THE GAME MASTER WILL ADVISE IF IT IS POSSIBLE, BUT YOU MAY NEED TO ROLL THE DICE TO SEE IF YOU SUCCEED

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6) TO ATTACK THE BADDIES AND SOME OTHER ACTIONS, YOU'LL NEED TO ROLL THE DICE

YOU MUST ROLL A SWORD OR A SHIELD TO ATTACK YOUR OPPONENT OR TO HELP A FRIEND

THE BADDIES MUST ROLL A SKULL TO ATTACK YOU

DICE ROLL				
PLAYER TURN	YOU SUCCEED	YOU MISS	YOU SUCCEED	YOU SUCCEED
BADDIES TURN	BADDIES SUCCEED	BADDIES SUCCEED	BADDIES MISS	BADDIES MISS
DIFFICULTY NUMBER	1	2	3	4

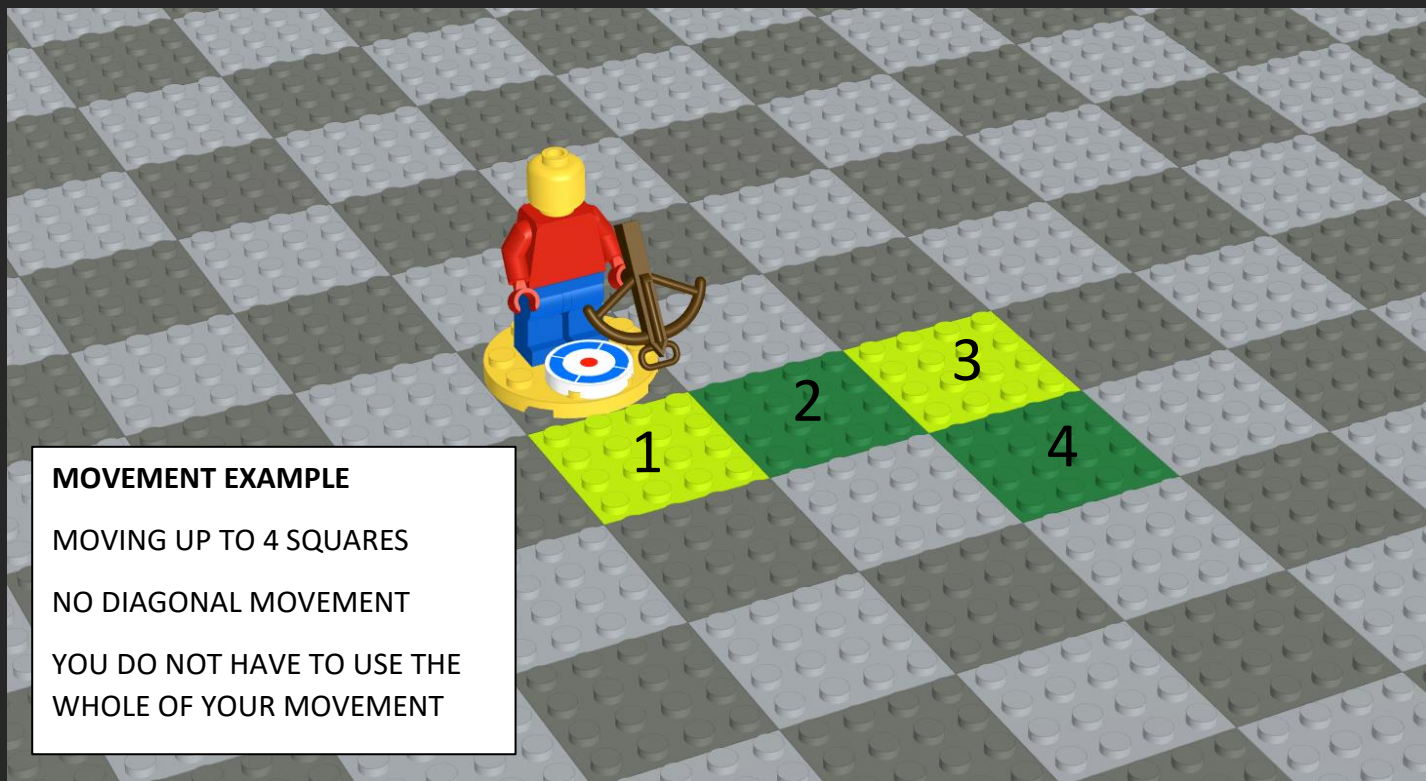
7) THE GAME ENDS WHEN

- ALL BADDIES ARE DEFEATED, **OR**
- WHEN ALL PLAYERS HAVE BEEN KNOCKED UNCONCIOUS BY THE BADDIES, **OR**
- WHEN THE REMAINING BADDIES OR PLAYERS RUN AWAY

NOW, IT IS TIME TO PLAY. ADVENTURE AWAITS!

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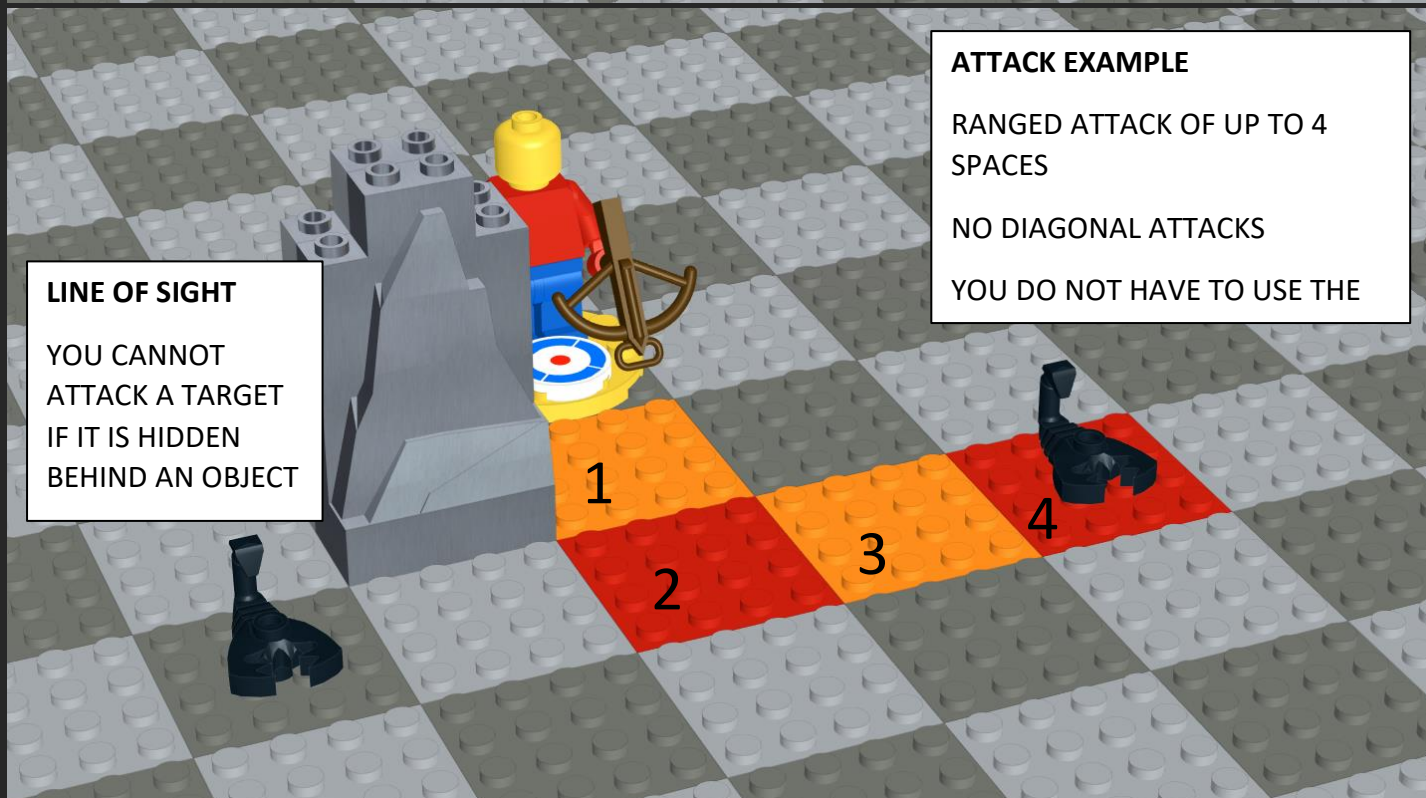


MOVEMENT EXAMPLE

MOVING UP TO 4 SQUARES

NO DIAGONAL MOVEMENT

YOU DO NOT HAVE TO USE THE WHOLE OF YOUR MOVEMENT



LINE OF SIGHT

YOU CANNOT ATTACK A TARGET IF IT IS HIDDEN BEHIND AN OBJECT

ATTACK EXAMPLE

RANGED ATTACK OF UP TO 4 SPACES

NO DIAGONAL ATTACKS

YOU DO NOT HAVE TO USE THE

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PICK YOUR CHARACTER

FIGHTER – *BEGINNER FRIENDLY*

You're strong, really strong! When you swing your weapon, you deal twice as much damage as most other people could!

Your style is to be brave, dashing up to your foes and battling them face to face.

In battle, you might be leading the charge with your friends supporting you.



RANGER – *BEGINNER FRIENDLY*

You've got a steady hand, and can shoot at your foes from a distance.

Your style is to be smart, staying just out of range of your foe's attacks, whilst still being able to attack them.

In battle, you might be trying to take down the weaker opponents before they can gang up on you.

WIZARD – *BEGINNER FRIENDLY*

You've studied magic, and carry around your book of spells for when you need it

Your style is to be prepared, so you're always ready to hurl a bolt of lightning at a foe, or to gently heal an injured ally.

In battle, you might be keeping close to your friends, casting healing magic on them when they are badly hurt.



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PICK YOUR CHARACTER

ROGUE – *INTERMEDIATE FRIENDLY*

You are light on your feet, and make very little noise when you move. You can open locks, disarm traps, and pick pockets.

Your style is to be sneaky. When you surprise an opponent with an attack, your weapon does extra damage to them.

In battle, you might be sneaking behind an opponent to land a surprise attack, if you're not running away with the treasure that is!

Note: players trying to be sneaky may have to roll extra stealth checks to see if they are noticed.



BARD – *INTERMEDIATE FRIENDLY*

You've got a song in your heart and you're going to make sure everyone hears it with your magical music playing.

Your style is to be charismatic. You're always the centre of attention whether you're singing peacefully or fighting enemies.

In battle, you're probably playing one of your favourite pieces of music:

- *Country Combat* – damages nearby people and creatures
- *Healing Hip Hop* – heals nearby people and creatures
- *Folk Fortune* - nearby people and creatures become lucky
- *Bad Luck Blues* – nearby people and creatures become unlucky

Note: your music plays around you. Depending on where you're stood, your magical music might affect both friends and foes alike.



DRUID – *ADVANCED PLAYER SKILL RECOMMENDED*

You can command friendly plants and animals to help you.

Your style is to be tactical. Your trusty dog is quick and strong, but can get easily injured. You can also ask a plant to grow, which will heal nearby allies with its magical pollen.

In battle, you are probably barking orders at your trusty dog, telling them where to go and who to bite.

Note: playing as the Druid means controlling multiple tokens in battle and paying attention to all of them, as well as planning your moves.



BRICKSHOW BATTLES

GAME MASTER'S GUIDE

INTRODUCTION

THIS GAME IS DESIGNED TO BE PLAYED AT A BRICK SHOWS AND SIMILAR EVENTS IN ABOUT 5 MINUTES OR SO, WHERE PLAYERS WORK TOGETHER TO DEFEAT BADDIES. THE AIM IS FOR EVERYONE TO HAVE FUN TOGETHER, ENCOURAGE CONFIDENCE IN SOCIALISING VIA ROLE PLAY, AND INTRODUCE PEOPLE TO TABLETOP RPG'S.

BRICKSHOW BATTLES WAS CREATED WITH THE FANTASY THEME IN MIND, BUT THE GAME RULES CAN BE USED AS A TEMPLATE FOR OTHER THEMES TO SUIT YOUR DISPLAY, SUCH AS SCI-FI OR WESTERN.

PREPARING PLAYER CHARACTERS

PLAYER CHARACTERS SHOULD HAVE CHARACTER SHEETS WITH THE FOLLOWING FEATURES:

CLASS TYPE	E.G. FIGHTER, WIZARD, RANGER
HEALTH COUNT	DEFAULT OF 4
MOVEMENT DISTANCE	DEFAULT OF 4
SPECIAL ABILITY: RANGE/AREA	E.G. MELEE: 1 SPACE AWAY RANGED: 4 SPACES AWAY AREA: ALL SURROUNDING SQUARES
SPECIAL ABILITY: EFFECT	E.G. SHOOT (1 DAMAGE), HEAL (1 HEART), LOCKPICK (OPEN ITEM)
CHARACTER TOKEN	THIS SHOULD HELP PLAYERS EASILY IDENTIFY THE CHARACTER ON THE BOARD
CHARACTER ITEMS	THIS SHOULD HELP PLAYERS UNDERSTAND WHAT THEIR CHARACTER HAS AVAILABLE

THE TOKEN FOR PLAYING ON THE BOARD SHOULD HAVE A UNIQUE COLOURED BASE TO BE EASILY SEEN, AND A DECORATED TILE TO HELP SIGNIFY THE SKILLS OF THE CHARACTER. FOR EXAMPLE, A DECORATED TILE WITH A LOCK TO USE FOR A SNEAKY ROGUE CHARACTER.

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PLAYERS CHOOSING THEIR CHARACTERS

THE GAME CAN BE PLAYED BY UP TO 6 PLAYERS. FEEL FREE TO DESCRIBE THE CHARACTERS TO GIVE PLAYERS A FLAVOUR OF HOW THEY MIGHT BE USED (SEE "PICK YOUR CHARACTER" FOR EXAMPLES).

PLANNING THE ENCOUNTER

ONCE YOUR PLAYERS HAVE DECIDED THEIR CHARACTERS, YOU CAN PICK OPPONENTS TO FIGHT AGAINST THEM.

GRUNTS ARE THE WEAKER OPPONENTS. BOSSES ARE STRONGER OPPONENTS, AND MAY BE IN CHARGE OF SOME GRUNTS.

STATS	GRUNTS	BOSSES
SIZE	1 TILE OR SMALLER	2X2 TILES OR LARGER
HEALTH	1 TO 4 HEALTH	STANDARD BOSS: 6 TO 11 HEALTH ULTRA BOSS: 12 HEALTH OR MORE
MOVEMENT DISTANCE	DEFAULT OF 4	DEFAULT OF 4
ATTACK RANGE	SINGLE TARGET MELEE: 1 RANGED: 4	ONE OR MORE TARGETS E.G. MELEE: 1, WITH UP TO 2X2 AREA RANGED: 6, WITH UP TO 2X2 AREA AREA: E.G. EVERYTHING IN A LINE OF 4
ATTACK DAMAGE	1 DAMAGE	STANDARD BOSS: 1 TO 2 DAMAGE ULTRA BOSS: SPECIAL 3 DAMAGE ATTACK (ONLY USED EVERY 3 ROUNDS)
OTHER ACTIONS	IF APPLICABLE: SPIDER WEB AND ICE: STICK PLAYER TO SPOT	IF APPLICABLE: SPIDER WEB AND ICE: STICK PLAYER TO SPOT MAGICAL CREATURE: HEAL 1 TO SELF, OR ADD UNLUCKY STATUS TO PLAYER CHARACTER

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THE ENCOUNTER CAN HAVE A MIX OF GRUNTS AND BOSSES, BUT YOU SHOULD PICK ONES THAT MAKE SENSE TO BE WORKING TOGETHER.

THE TOTAL HEALTH OF THE BADDIES SHOULD ADD UP TO NO MORE THAN THE TOTAL OF ALL PLAYER HEALTH.

SETTING THE STAGE

IF YOU NEED TO ADD ANY ADDITIONAL ITEMS TO THE BOARD SUCH AS EXTRA SCENERY OR TRAPS, DO THIS NOW.

ADD THE PLAYER TOKENS TO THE BOARD NEXT TO EACH OTHER. DESCRIBE TO THEM WHY THEY ARE ALL HERE TOGETHER TODAY AS A PRELUDE TO THE ENCOUNTER.

IF THE PLAYERS ARE FIGHTING SKELETONS, YOU COULD START OFF WITH AN OPENING LIKE THE EXAMPLE BELOW. DON'T BE SHY ABOUT GIVING DIFFERENT VOICES TO YOUR BADDIES, IT HELPS MAKE THEM MEMORABLE AND ENGAGES PLAYERS.

“YOU HAVE BEEN HIRED BY THE LOCAL VILLAGE TO AID THEM. SKELETON BANDITS HAVE BEEN RAIDING NEARBY VILLAGES AND STOLEN ALL OF THEIR GOLD, AND THE PEOPLE ARE WORRIED THEIR VILLAGE IS NEXT. YOU'RE TO FIND AND DEFEAT THE SKELETONS.”

PLACE THE OPPONENTS ON THE BOARD, WITH THE CLOSEST BEING 4 SPACES AWAY FROM THE PLAYER CHARACTERS.

“AFTER A FEW DAYS SEARCHING, YOU'RE ABLE TO TRACK THEM DOWN. AS YOU APPROACH, THEY SPOT YOU.”

‘ADVENTURER(S)?! YOU'LL NEVER DEFEAT US! THIS GOLD IS OURS NOW.’

“AND WITH THAT, WE START THE FIGHT”.

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GAME MASTER'S GUIDE

RUNNING THE ENCOUNTER

EACH PLAYER GETS 2 ACTIONS, AND THEY CAN TAKE ANY ACTION AVAILABLE TO THEM FOR EITHER ACTION.

THE YOUNGEST PLAYER GOES FIRST. IF THEY AREN'T SURE WHAT TO DO, SUGGEST THEY TRY TO ATTACK THE NEAREST BADDY. THIS MAY MEAN TAKING AN ACTION TO MOVE UP WITH THE FIRST ACTION, AND THEN ATTACKING WITH THE SECOND ACTION.

IF YOU ARE USING THE HEROICA DICE, THESE ARE THE ROLL RESULTS. PLAYERS SUCCEED WITH THEIR SKILL IF THEY ROLL A SWORD OR SHIELD, AND BADDIES SUCCEED WITH THEIRS IF THEY ROLL A SKULL.

DICE ROLL				
NUMBER OF TILES ON DICE	1	2	2	1
PLAYER TURN (SWORD)	PLAYER SUCCEEDS	PLAYER MISSES	PLAYER SUCCEEDS	PLAYER SUCCEEDS
BADDIES TURN (SKULL)	BADDIES SUCCEED	BADDIES SUCCEED	BADDIES MISS	BADDIES MISS
DIFFICULTY NUMBER	1	2	3	4

PLAYERS HAVE A 2 IN 3 CHANCE OF SUCCEEDING WITH THEIR SKILL ROLLS, BUT BADDIES ONLY HAVE A 1 IN 2 CHANCE OF SUCCEEDING WITH THEIR ATTACKS ON THE PLAYERS.

DIFFICULTY CAN BE USED IF A PLAYER HAS AN IDEA THAT YOU DECIDE COULD BE POSSIBLE, BUT DOESN'T ALIGN WITH THE SWORD/SKULL ROLL. PICK A NUMBER OF HOW EASY/DIFFICULT IT IS TO ACHIEVE (E.G. "ROLL 2 OR HIGHER", OR "ROLL A 4"). IDEAS THAT ARE EASY OR IMPOSSIBLE DON'T NEED A ROLL AND YOU CAN DESCRIBE THE RESULT.

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IF ANY BADDIES TOOK DAMAGE, UPDATE THEIR HEALTH COUNTER, AND REMOVE THEM FROM THE BOARD IF THEY ARE DEFEATED. ENCOURAGE PLAYERS TO DESCRIBE THEIR ACTIONS AND HOW THEY TAKE DOWN A BADDY IF THEY LAND THE DEFEATING BLOW, AND DO THIS ON THEIR BEHALF IF THEY DON'T FEEL CONFIDENT/ABLE TO DO SO.

TURNS MOVE FROM YOUNGEST TO OLDEST PLAYER. ONCE ALL PLAYERS HAVE TAKEN THEIR TURNS, IT IS TIME FOR YOU TO USE THE BADDIES TO ATTACK THE PLAYER CHARACTERS.

IF YOU HAVE MULTIPLE BADDIES, ANY GRUNTS TAKE THEIR TURNS BEFORE ANY BOSSES. BADDIES ALSO GET 2 ACTIONS EACH. BADDIES SHOULD TRY TO DEFEAT THE PLAYERS, BUT THEY AREN'T EXPECTED TO WIN, AS THEY ARE A CHALLENGE FOR PLAYERS TO OVERCOME.

IF YOU ARE CONCERNED THAT THE BADDIES MIGHT ROLL TOO WELL, THEY CAN TAKE OTHER ACTIONS TO TRY AND REDUCE THEIR ATTACK ACTIONS. FOR EXAMPLE, THEY MIGHT MOVE AWAY TO ATTACK A DIFFERENT PLAYER, OR RUN AWAY IF ENOUGH OF THEIR ALLIES HAVE BEEN DEFEATED. YOU COULD ALSO POINT OUT A PREVIOUSLY HIDDEN HEALTH POTION ON THE BOARD OR SIMILAR ADVANTAGE.

IF ANY PLAYER CHARACTERS TOOK DAMAGE, UPDATE THEIR HEALTH COUNTER. IF THE PLAYER CHARACTER IS DEFEATED, KNOCK THEM OVER ON THEIR SPACE ON THE BOARD, AS ANOTHER PLAYER MAY COME TO THEIR AID.

ENDING THE ENCOUNTER

ONCE ALL BADDIES ARE DEFEATED OR HAVE FLED, OR THE PLAYERS HAVE BEEN DEFEATED OR FLED, THE GAME IS OVER. DESCRIBE HOW THE EVENTS CONCLUDE, AND CONGRATULATE THE PLAYERS FOR THEIR EFFORTS. COLLECT CHARACTER SHEETS BACK FROM PLAYERS AND RESET THE BOARD READY FOR THE NEXT GAME.

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PLAY AT HOME – EXPANDING THE GAME

IF YOU HAVE ENJOYED PLAYING BRICKSHOW BATTLES AND WANT TO PLAY AT HOME, YOU CAN USE THE RULES SET OUT HERE TO PLAY. YOU DON'T NEED TO USE THE HEROICA DICE OR HAVE A LEGO® BUILT BOARD. USING PAPER, COLOURED PENS, AND REGULAR DICE ARE QUITE COMMONLY USED WHEN PLAYING RPGS.

MOST TABLETOP RPG'S LAST LONGER THAN A FEW MINUTES. IF YOU WANT AND ARE ABLE TO, YOU CAN EVEN PLAY FOR A FEW HOURS AT A TIME. YOU MIGHT EVEN CREATE A STORY THAT CONTINUES FROM ONE GAME TO THE NEXT (TYPICALLY REFERRED TO AS PLAYING A CAMPAIGN).

IF YOU WANT TO DO THIS, YOU'RE GOING TO NEED TO EXPAND THE EXISTING RULES OF THE GAME. HERE'S A FEW TIPS TO HELP YOU.

CHANGING UP THE RULES

BRICK SHOW BATTLES USES FAIRLY SIMPLE RULES, BUT YOU DON'T HAVE TO STICK TO THEM. IF YOU'RE ALREADY FAMILIAR WITH TTRPG'S THEN YOU MIGHT ALREADY HAVE SOME IDEAS OF WHAT YOU AND YOUR PLAYERS WOULD FIND FUN.

FOR THE PLAYER CHARACTERS, YOU MIGHT EXPAND ON THEIR ABILITIES. MAYBE THEY COULD HAVE STATISTICS SUCH AS THEIR STRENGTH LEVEL AND PERSUASION ABILITIES. CAN THEY UNLOCK NEW ABILITIES THE MORE THEY PLAY, OR ACQUIRE ADDITIONAL ITEMS?

WHAT IF YOU WANT TO CHANGE THE WAY COMBAT WORKS? SIMILAR GAMES USE A 20-SIDED DICE (KNOWN AS A D20) FOR MOST ROLLS TO CHECK SUCCESSES, AND THEN DIFFERENT DICE TO DO DAMAGE DEPENDING ON THE TYPE OF ATTACK/WEAPON BEING USED.

BRICKSHOW BATTLES

GAME MASTER'S GUIDE

THE STORY AND THE BACKSTORY

YOUR JOB AS GAME MASTER IN A LONGER GAME IS TO LEAD YOUR PLAYERS THROUGH AN ADVENTURE. THINK OF IT LIKE BEING THE NARRATOR OF A STORY WHO DESCRIBES THE WORLD AND THE PEOPLE IN IT, EXCEPT THE MAIN CHARACTERS TELL YOU WHAT THEY TALK ABOUT AND HOW THEY HANDLE A SITUATION THEY ARE IN.

ASK THE PLAYERS IN ADVANCE TO THINK ABOUT THEIR CHARACTER. WHAT'S THEIR NAME? DO THEY HAVE ANY GOALS? WHAT HAS BROUGHT THEM TO BECOME AN ADVENTURER? ENCOURAGE THE PLAYER TO PRETEND TO BE THEIR CHARACTER WHEN PLAYING, AND PLAYERS CAN HAVE CONVERSATIONS WITH EACH OTHER IN CHARACTER.

WHERE AND WHY DO THE PLAYER CHARACTERS MEET, AND WHY ARE THEY WORKING TOGETHER? A COMMON TROPE IS THAT CHARACTERS MEET BY CHANCE IN A TAVERN AND DECIDE TO TEAM UP TOGETHER.

PERHAPS INSTEAD, THEY WERE SUMMONED BY A QUEEN TO HELP WITH A TASK THAT SHE CAN'T ASK HER GUARDS TO HANDLE. MAYBE THEY ARE SIMPLY DOWN ON THEIR LUCK AND SEEKING TO TURN AROUND THEIR FORTUNES.

AS THE GAME MASTER, YOU KNOW WHERE THE PLAYERS NEED TO GO, BUT THEY MIGHT NOT. HOW DO THEY FIND THEIR WAY? ARE YOU GIVING THEM A MAP THEY HAVE TO FOLLOW? PERHAPS THEY HAVE TO ASK PEOPLE FOR CLUES OR DIRECTIONS? THEY MIGHT HAVE TO HELP SOMEONE WITH A PROBLEM TO GET ADVICE IN RETURN.

AS THE PLAYERS START THEIR JOURNEY, WHAT KINDS OF THINGS ARE THEY NEEDING TO DO? IT IS A SAFE JOURNEY TO THE NEXT CITY BUT THEY NEED TO HIRE A CARRIAGE? OR PERHAPS THE ROAD IS PERILOUS WITH DANGEROUS CREATURES? LET THE PLAYERS EXPLORE AND INTERACT WITH THE WORLD AROUND THEM.

BRICKSHOW BATTLES

GAME MASTER'S GUIDE

SUCCESS AND FAILURE CAN HAPPEN WHEN THEY PLAYERS AREN'T EXPECTING IT. THEY COULD ACCIDENTALLY DISCOVER A USEFUL ARTEFACT GLINTING IN THE TALL GRASS, OR NOT NOTICE THE TRAP DOOR BENEATH THEM WHICH DROPS THEM INTO THE DUNGEON BELOW.

NOT ALL ENCOUNTERS NEED TO BE ABOUT DEFEATING A BADDY. COMBAT MIGHT JUST BE SOMETHING THAT HAPPENS DURING THE ADVENTURE BUT NOT AT THE GOAL. THE TASK COULD BE SOLVING A RIDDLE, OR DESTROYING AN EVIL ARTEFACT. YOU COULD ALSO RUN AN ENCOUNTER BUT THE FIGHT IS THE SECONDARY ELEMENT, AND THE REAL GOAL IS TO SAVE A KIDNAPPED INDIVIDUAL, OR THE PLAYERS HAVE TO DEFEAT ENOUGH BADDIES UNTIL THEIR BOAT IS REPAIRED AND THEY CAN ESCAPE.

HAVING FUN

DON'T FORGET, YOU'RE NOT THE ENEMY OF THE PLAYERS SET OUT TO DESTROY THEM WITH MONSTERS AND DOOM. YOU'RE THERE TO ENCOURAGE THE PLAYERS AS THEY OVERCOME THE CHALLENGES YOU PIT AGAINST THEM! YOU CAN GIVE THEM IDEAS, SUGGESTIONS, HINTS, OR JUST TELL THEM IF THEY GET STUCK OR ARE UNSURE WHAT TO DO.

IF SOMETHING ISN'T WORKING OUT, CHANGE IT. THERE'S NO RULES AGAINST IT, YOU CAN CHANGE ANYTHING YOU NEED TO, WHENEVER YOU NEED TO. EVERYTHING WRITTEN HERE IS JUST TO HELP YOU GET STARTED.

FINALLY, WHATEVER YOUR GAME IS, MAKE SURE IT'S SOMETHING THAT YOU LIKE TOO. EVERYONE AT THE TABLE SHOULD BE ABLE TO ENJOY PLAYING, AND THAT INCLUDES YOU AS THE GAME MASTER.

BRICKSHOW BATTLES

ENEMY DETAILS

GRUNTS

GRUNTS TAKE UP A SINGLE TILE AND ARE NOT STRONG OR POWERFUL.

NAME	HEALTH	MOVEMENT	RANGE	ACTION
SKELETON	2	4	MELEE 1	1 DAMAGE
ARMOURED SKELETON	4	4	MELEE 1	1 DAMAGE
ORC	3	3	MELEE 1	1 DAMAGE
ORC CHEF	2	4	RANGE 4	1 DAMAGE
FIRE CREATURE	3	4	MELEE 1	1 DAMAGE
FIRE WIZARD	4	4	RANGE 4 2x2 AREA	1 DAMAGE
ICE WIZARD	4	4	RANGE 4	1 DAMAGE & FREEZE
SPIDERS	1	6	MELEE 1	1 DAMAGE
SPIDER WIZARD	4	4	RANGE 4	STICKY WEB
			MELEE 1	1 DAMAGE
SMALL SLIME	1	2	MELEE 1	1 DAMAGE
SLIME CUBE	SPLITS, THEN 1 PER QUARTER	2	MELEE 1	1 DAMAGE
GIANT BEES	2	6	MELEE 1	1 DAMAGE
MAD BEEKEEPER	2	3	RANGE 2	1 DAMAGE
WITCH	4	4	RANGE 4	1 DAMAGE
DRAGON MASCOT	2	4	RANGE 3	1 DAMAGE
STONE STATUE	2	3	MELEE 1	1 DAMAGE
MIMIC	2	3	MELEE 1	1 DAMAGE

BRICKSHOW BATTLES

ENEMY DETAILS

BOSSSES

BOSSSES ARE LARGER AND MORE POWERFUL THAN GRUNTS
(BUT NOT NECESSERILY SMARTER).

NAME	SIZE	HEALTH	MOVEMENT	RANGE	ACTION
BIG SKELETON	2x2	8	4	MELEE 2 1x2 AREA	2 DAMAGE
LAVA MONSTER	2x2	8	4	RANGE 3 2x2 AREA	2 DAMAGE
CROC WIZARD	2x2	7	5	RANGE 4	2 DAMAGE OR 1 HEAL
LARGE FLY TRAP	3x3	6	2	MELEE 2	2 DAMAGE
WATER DRAGON	3x3	8	6	AREA 1x4 (BREATH)	1 DAMAGE
				MELEE 1 (TAIL/BITE)	1 DAMAGE
DEMON BRUTE	3X3	9	4	MELEE 1 1X2 AREA	2 DAMAGE & KNOCKBACK
GIANT SPIDER	4X4	10	5	RANGE 4 2x2 AREA	STICKY WEB
				MELEE 1	2 DAMAGE

SUPER BOSS

SUPER BOSSSES REQUIRE A FULL PARTY OF 6 PLAYERS TO FIGHT.

NAME	SIZE	HEALTH	MOVEMENT	RANGE	ACTION
GIANT ACID DRAGON	4X4	12	3	3 WIDE CONE (BREATH: ONCE PER 3 ROUNDS)	3 DAMAGE
				AREA 1X3 (TAIL)	2 DAMAGE

TABLETOP ROLE PLAYING GAMES

Tabletop Role-Playing Games (also known as TTRPGs) are co-operative games where players describe their characters actions and work out how to achieve their goals. Most games are run by a “Game-Master”, who is like the narrator of the story and will describe the surroundings as well as the people and creatures in it, but the players decide how their characters react to the situations they are in.

BRICKSHOW BATTLES is a simple, rules-light game, designed to be played quickly at brick show displays by LEGO® fans of all ages. It focuses on battle, but most TTRPGs also include many other aspects, such as talking to a variety of townsfolk, navigating your way through the wilderness, and searching for useful equipment.

If you’ve enjoyed playing, have a go at making your own game at home using your own bricks and your own rules. The most important part is to use your imagination to describe what’s happening. Everyone playing (including the Game-Master) should be having fun playing, so you can change the rules if something is too easy, too difficult or too scary.

If you’re interested in trying out Tabletop Role-Playing Games, here’s a few systems you might be interested in checking out to get started.

Note: Some of these systems and others you may find might require purchases to access rules/games. Not all games are appropriate for all people and ages. Check the details and what everyone is comfortable with before purchase or play.



Publisher:
The LEGO Group

Heroica was a LEGO® theme that ran between 2011 and 2012, though the instructions can still be found online. The main game mode wasn’t a TTRPG, but the “Battle Heroica” rules were similar to how a typical TTRPG can be played. Many fans have also created their own rules to play.

Heroica Building Instructions with Rules:

https://lego.brickinstructions.com/lego_instructions/theme/games/heroica



Publisher:
Wizards of the Coast

Dungeons & Dragons, also known as D&D, is probably the most well-known TTRPG in the world. Did you know, LEGO® set 21348 “Dungeons & Dragons: Red Dragon's Tale” has a game that can be played with D&D rules!

DND Beyond: <https://www.dndbeyond.com/>

Info about D&D: <https://dnd.wizards.com/what-is-dnd>



Publisher:
Paizo

Both fantasy and sci-fi are on offer with the Pathfinder and Starfinder games. And why pick one or the other? The upcoming Starfinder 2nd Edition integrates with the existing Pathfinder 2nd Edition, so you can easily combine elements from both to create your own super cool adventure!

Paizo: <https://paizo.com/>

Database of rules, creatures, and other info: <https://2e.aonprd.com/>

Easy Pathfinder character creator: <https://pathbuilder2e.com/>



Publisher:
Green Ronin
Publishing

If you’re looking to unleash your inner hero, then Mutants and Masterminds is for you. This game focuses on superheroes and supervillains, the style of which you would see in your favourite comic books.

Green Ronin Store:

<https://greenroninstore.com/collections/mutants-masterminds/>

BRICKSHOW BATTLES

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