BLOCK MANIA Quick reference, *by The Goblin 2002*

SEQUENCE OF PLAY

1. Command Phase
- (Only during EndGame) Must play 1 Justice Card
- Roll 2D6 Command Points (*CP*)
- Blockers activation and movement
- Play "*CP*" or "*H*" Mania Cards

2. Difensive Fire Phase
- Shooting phasing Blockers from adjacent squares
- Play "*H*" or "*A*" Mania Cards

3. Combat Phase
- Attack resolution, one per Blocker even if more weapons available, in order:
  1. Shooting
  2. Close Combat
  3. Looting
  4. Scrawling
  5. Arson
  6. Fire fighting
- Play "*H*" or "*A*" Mania Cards

4. End Phase
- Fire spreading and fire damage
- Must draw one card
- Check for Catastrofic Damage

ATTACKS

- **Shooting and Defensive Fire against Blockers**. Only shooting/defensive firing Blocker, kills opponent if:
  1D6 + (Damage Value of 1 single weapon) (+1 if Civic or Open Air square) - (target Strength) = 6
- **Shooting against Blocks**. Only shooting Blocker, cause 1 *Structural Damage* in target square if:
  1D6 + (Danage Value of 1 single weapon) - (Square Strength*) = 6
  * Square Strength: normally 6, except for: *Armoury*: 8 and *Sky Rail*: 4 (only if using *Missile Defence Laser*).
- **Close Combat**. Both Blockers roll, the higher result wins:
  1D6 + (Strength) + (Damage Value of all weapons) (+ 2 if Fatties chargin)
  Ties: both are locked and nobody can enter or leave the square until one unit is eliminated.
- **Looting, Arson, Fire Fighting**. The Blocker is successful if:
  1D6 + (Strength) = 6
  Looting only in *Bank, Shopping Mall* or *Armoury* (in the last two cases draw 3 counters). Arson anywhere, place 1 Fire counter. Fire Fighting from a "Fire Control" square on any adjacent square (even diagonally) with Fire counters.

FIRE: SPREADING AND DAMAGE (End Phase)

5	678 12	9
4	✡	10
3	2	11

Spreading. Add one Fire counter in any square already containing one or more. A fourth Fire in any square spreads rolling 2D6 as illustrated in the table aside. If the square rolled is collapsed, don't add a Fire counter.

Damage to Blocks: any square with Fire gets one *Structural Damage* if **1D6 + (*Fire counters*) = 7**. But if you roll **1** or **2** (and the Water Tank has not collapsed), then remove one Fire counter from that square.

Damage to Blockers: any Blocker in the same square with Fire counters (one or more) is eliminated if **1D6 + (*Fire counters*) = 7**.

COMMAND POINTS (*CP*)

Activate one Blocker ....see unit
Put a new Blocker in play ....4 CP
Extra movement (for each MP) ....1 CP
Shooting and other attacks ....0 CP

MOVEMENT POINTS (*MP*)

Normal, 1 Square orizontally ....1 MP
Normal, 1 Square downwards ....1 MP
Normal, 1 Square upwards.................................2 MP
Civic and Plaza squares ....0 MP
Collapsed squares (entering/leaving) ....+1 MP
Elevators (any distance).....................................1 MP
Grav Chutes (vertically, down to level 0) ....1 MP
Pedway (from a Terminus to another)................1 MP
Sky Rail Train (from a Station to another).........1 MP
Veicular (from a Vehicle Park to another)..........1 MP
Fly (any number of squares) ....All MPs
Heavy Weapons deployment............................+2 MP
Drop and/or activate weapons (see back) ....+1 MP
Draw *Armoury* or *Hardware* counters ....any left

LINE OF FIRE

From any square **towards or through** any Opena Air square and **towards, but not through** any Window or Interior squares.

STRUCTURAL DAMAGE AND COLLAPSES

Any time a *Structural Damage* is placed, the square collapses if:

1D6 + (Structural Damage counters) = 6

If the square does collapse (for any reason), place three more *Structural Damage* in the squares above and rolla gain to check for collapses.

CATASTROFIC DAMAGE (End Phase)

The Phasing player checks for every Block where collapses have been placed during that turn, and the Block crashes to the ground if:

5D6 = (number of collapsed squares in the Block)

When a Block collapses, that player can't put in play other Blockers, the map is impassable and any square is considered Open Air for Line of Fire purposes.

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BLOCKER COUNTERS (only those with special skills)

Fatties. Can't move by *Mega Way* or *Sky Rail* and can't fly (*Power Board* and *Bat Suit* are replaced if drawn). Can't fight fires. If attacking in Close Combat they get a +2 bonus.

Futsie. Everyone can control them. Can attack their own Block. Must be activated to attack.

Jaeger. They're always considered activated. Can always move as having a *Sucker Gun* (see).

Mob. Can't move by Mega Way and can't fly (*Power Board* or *Bat Suit* are replaced if drawn).

Superhero. Can fly. Can't draw *Hardware* or *Armoury* counters. Can't Loot nor Arson. Can always stack with a friendly Blocker, even if this is already locked in Close Combat.

ARMOURY COUNTERS (only weapons with special rules)

Demo Charge. Activated with 1PM, explode at the start of next Combat Phase. Damage Value +4 against Blocker in same square and place 1D6/2 *Structural Damage*. If the Blocker is attacked, may explode accidentally rolling 6 on 1D6.

Flamer. Besides of normal use, may place 1 *Fire* counter in the square or 3 counters if discarded after use.

Missile Defence Laser. Heavy Weapon, deploy with 2MP. If deployed in Window squares, *Missile Launcher* attacks are nullified against that Block. It's the only weapon that can shoot at *Sky Rail* squares (having Strength 4 in this case).

Missile Launcher. Heavy Weapon, deploy with 2MP. If using homing rockets can only target Window or Open Air squares, but withoyt line of fire and everywhere. Explosive normal [homing] rockets: Damage Value +3 [+2] and 1D6/2 [1] *Structural Damage*. Incendiary normal [homing] rockets: Damage Value +1 [+0] and 2 [1] *Fire* counters.

Nerve Gas. Activate in Power House with 1MP, effective at the start of the next Combat Phase. Roll 1D6 for each Blocker in the building: he's killed with 5 or 6 in Interior and 6 in Window squares. Balcony squares are immune.

Plascrete Virus. Activate with 1MP, leaving it in the square. Each turn the Block owner rolls 1D6. With 4 or more the virus causes 1 *Structural Damage* and moves rolling 2D6: above (1-2), same level (3-4) or below (5-6), and left (1-2), same column (3-4) or right (5-6). If placed in the same square roll again. OK if square collapsed but no damage there.

Spit Cannon. Aheavy Weapon, deploy with 2MP. Can also use incendiary shells: Damage Value +5 and 1 *Fire* counter.

Thermo Bomb. Activate with 1MP and Blocker must leave. Explode at the start of next Combat Phase, automatically collapsing the square. Additionally, place 1 *Fire* counter in each of the three squares above, if they don't collapse.

Trip Mine. Activate with 1MP (only at Interior and not *Sky Rail*, *Mega Way* or *Pedway*) and the Blocker must leave, place face-down (can play traps). Explode during movement with Damage Value +4 and place 1 *Structural Damage*.

HARDWARE COUNTERS (only equipment with special rules)

Fire Bombs. Besides of normal use, can be thrown from Window squares at level 3 or higher, against a *Plaza* square. When used, may also place 1 *Fire* counter, or 3 *Fire* counters if discarded.

Robo Dog. Can also be discarded in order to attack the nearest enemy Blocker with Damage Value +3.

Sucker Gun. Can move with 1MP from a Window square to another in the adjacent Block, but three levels less (death if used from level 3 or less). Roll 1D6: if 1 is rolled, is attacked with Damage Value +2 before moving. Such a moving Blocker is immune to Defensive Fire and gets a +1 bonus if entering Close Combat this way, but only for the first round.

Vibro-Drill. Heavy Weapon, deploy with 2MP. Place 1 *Structural Damage* in the square each time it is used.

BLOCK SQUARES (only special squares)

Armoury. Strength 8. If it collapses or gets *Fire* or *Structural Damage*, roll 1D6: with 5 or 6 explodes, attacking any adjacent Blocker with Damage Value +3 (even diagonally). Can be the target of a looting attack (draw 3 counters).

Civic and **Plaza**. Enter with 0MP. Bonus +1 to shooting. Scrawls in these squares cause Defeat Points.

Mega Way and **Tunnel**. Can't enter in veicular movement if collapsed. Flying Blockers may enter *Mega Way* and move directly to the *Vehicle Park*. Shooting against Mega Way squares: 1st hit *Structural Damage*, 2nd hit *Collapse*.

Pedway. 1st hit *Structural Damage* and stops working, 2nd hit *Collapse*, 3rd hit *Severed* (nobody may enter it).

Pedway Terminus. If the *Pedway* is working, move from one *Terminus* to the adjacent one with 1MP.

Power House. Switch off energy with 1MP: no elevators, *Pedway* and Civic, shooting in the Block is at −1.

Sky Rail and **Tubeway**. *Sky Rail* Strength 4 (only *Missile Defence Laser*) and 1st hit *Collapse*. Train can't pass through collapsed *Sky Rail* or *Tubeway*. Flying Blockers can enter *Sky Rail* with uncollapsed *Tubeway* and move to the Station.

Sky Rail Station. If train is available, move directly to another Station with 1 MP.

Vehicle Park. Move to another *Vehicle Park* with 1MP. If it gets a *Fire* counter, it explodes with 5 or 6 on 1D6: every adjacent Blocker (even diagonally) is attacked with Damage Value +3.

Water Tank. 1st *Structural Damage*: destroyed, extinguishes fires in the three squares below. When destroyed, it does no longer extinguish fires during the End Phase on a roll of 1 or 2.