

FIGHT DICE

RAPID ACTION DICE

COMBAT



3rd Edition by Nick Davis



Mischief... Mayhem... Dice...

Fight pitched duels with any Action Figure

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Mischief... Mayhem... Dice...

Hello, and welcome to Fight Dice- the Rapid Action Dice Combat System. This is the only game that allows you to take you Customised Action Figure and fight pitched duels. Have you ever wondered what would happen if your Ninja went up against a Knight? Or an Warrior Monk went toe to toe with Viking? Well, using Fight Dice you can find out first hand.

This original system is designed to take any action figure, and allow you to fight against any other Action figure in an ongoing battle for supremacy and mayhem. Fight Dice is an action dueling game, all you need are dice, this rules set and two action figures and you can start battling.

The Fight Dice Rapid Action Dice Combat system simulates the speed of hand-to-hand combat between two action figures. With the use of a simple series of plug-ins you can create many different fighting styles from the maddening martial art combat, to the one-on-one dueling of Armored Knights. You become a Duelist controlling the actions of your figures. The only limit to Fight Dice is your own imagination, your ability to arm your action figures, and your guile.

Fight Dice- The Basics

Before we go into the core rules presented in this set, here are a few tips and gaming terms that are used throughout this rulebook are explained below. The best way to learn this game is to start playing the core rules and once you've mastered them move onto the mayhem inducing Advanced Rules section.

Arena - Fight Dice games allow you to become a Duelist and control two (or more) action figures pitted in a duel against each other. They fight in a combat area called an Arena, that is supplied with this ruleset, many arenas have special rules attached to them.

Dice - Fight Dice uses dice to represent movement, the chance element of ranged attacks, close combat and defense. These dice are six-sided and are referred to as "D6" so when you see the rules to use dice we are asking you to use D6 dice.

Fighter- The duelist whose action is current.

Opponent- The duelist who is reacting to the Fighters actions.

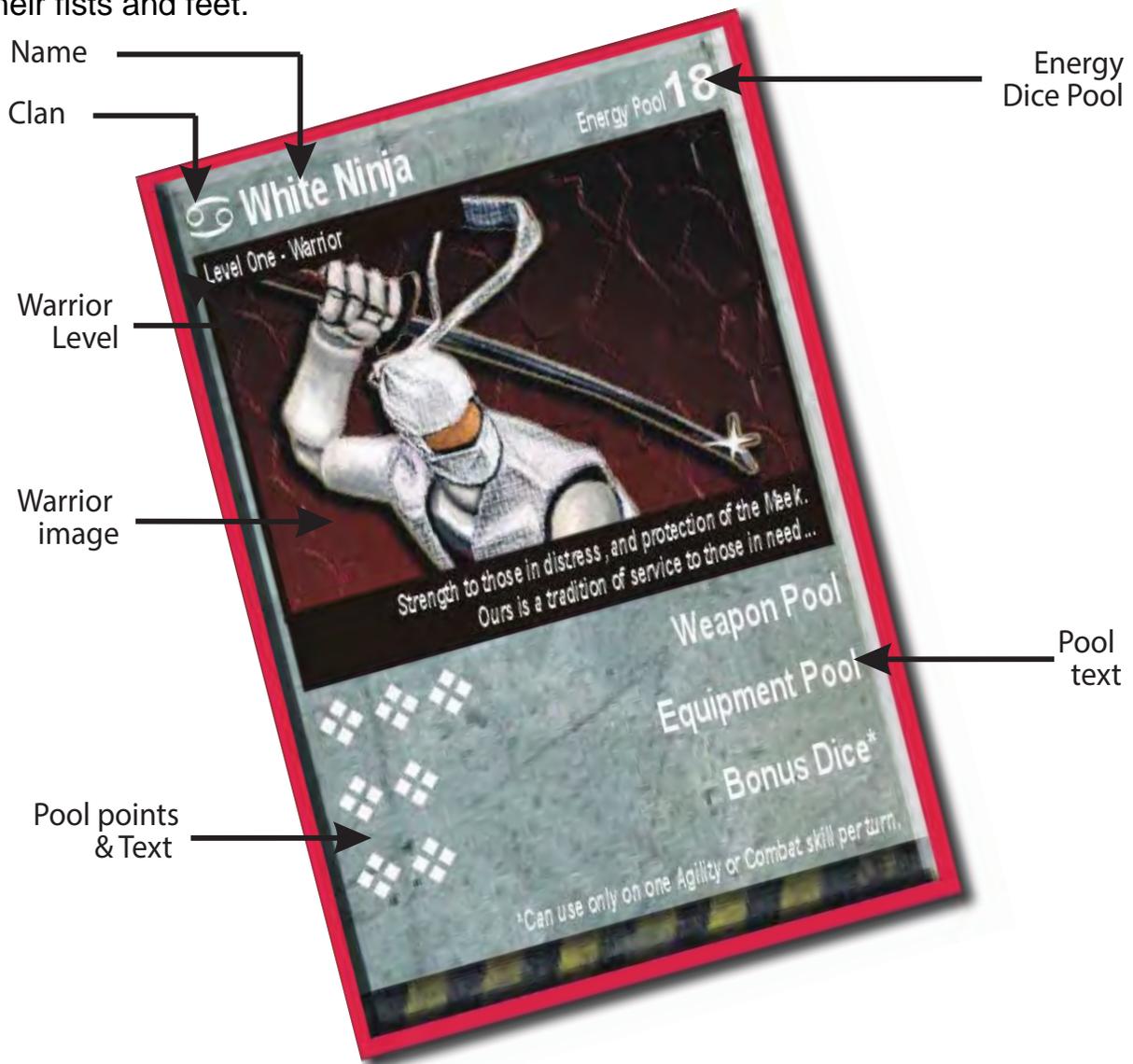
Turn - Fight Dice games use turns to control the flow of the games, within each turn both Duelists go through a number of phases to resolve the outcome of the turn.

Fight Dice- The Basic Rules

What follows are the Basic Rules, the meat of the game. We recommend that you play at least a few games using the Basic Rules before moving onto the Advanced Rules of the game.

The Basic Rules assume you are just using the Warrior cards from the Card Deck supplied with this rulebook. These cards show the Energy Pool of a Fight Dice Warrior before you add any of the fun extras like weapons and armor.

It is also assumed that both Warriors are dueling without any weapons other than their fists and feet.



Let's Play!

A Fight Dice duel is regulated by turns, within these turns both fighters take actions. You follow the phases of the Turn to resolve its outcome for the Fighters dueling. The turn is the same in the Basic & Advanced versions of the game. This is how the Turn is broken down into phases.

Ready

Set

Go

Ready

Both Duelists allocate the dice from their Energy Dice Pools to their fighters different actions for this turn. You can allocate or choose not to allocate as many dice as you like to each one of your fighters actions. Your actions are

Move - Each Dice equals One Hex of movement

Attack - Each Dice is thrown as an offensive attack

Block - Each Dice is thrown to block an attack

Dice are allocated to each action before moving to the Set section of the turn; both players do this at the same time. Fight Dice recommends using cups for each action or a screen, so your opponent doesn't know how many dice you are allocating to each action.

Set

Both Duelists decide who goes first by flipping a coin, the Duelist who wins the flip goes first.

Go

This phase of the Turn is split into three sequences, the player who won the Set goes first in each sequence, the player who lost goes second. Below is a summary of the sequences.

Movement - Move the number of dice in inches that have been allocated to the Movement pool.

Fight - This is where the Duelists use the dice allocated to their fighters attack and

Example Turn - The First Turn

1. Starting

a. Shake Hands

b. Place your Warrior anywhere in the first Hexes on the Arena board, and the Warrior Card in the Ready position on the play mat.

2. Ready

Both Duelists allocate the dice to your Warriors Energy Pool to the Warriors different actions for this turn.

For Example – Duelist Fighter A has twelve dice in his Energy Dice Pool, he allocates four to movement, five to attack and three to block. Duelist Fighter B allocates his dice differently with two to movement, six to attack and four to block.

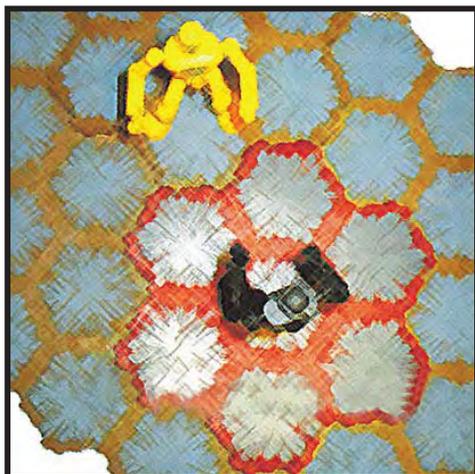
3. Set

Flip a coin the Winner goes first (this action is repeated each turn).

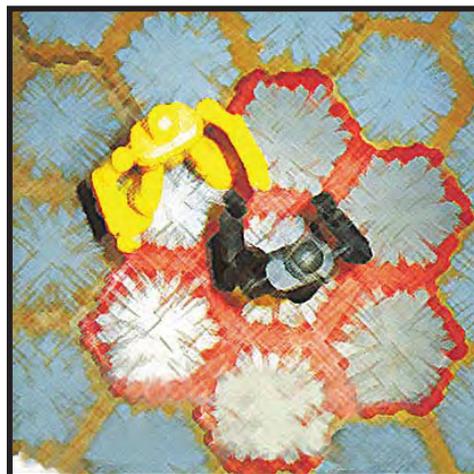
4. Go!

This phase is broken into three sequences.

Move - Starting with the Winner of the set, move the number of dice in your Warriors Move action, then you Opponent moves. If you end up in your opponent's One hex diameter Combat Zone or CZ all movement is stopped – even if your opponent hasn't moved yet. Note the next turn if you win the set you can move out of Opponents CZ, or elect to remain in contact effectively ending the move sequence.



1 Hex Combat Zone



**1 Hex Combat Zone
Both Warriors in Contact**

Fight - Both Warriors Fight, the Duelist who won the set goes first. For each Attack dice that makes it through your Opponents Block Dice you can remove one dice out of his Energy Pool in the damage sequence.

Example - *Duelist Fighter A won the set and goes first in the Fight phase, so he rolls his five Attack dice allocated to his Attack action he scores 3, 3, 4, 5, & 6.*

His opponent Duelist Fighter B only has four dice allocated to his fighters Block action, he rolls them and scores 1, 3, 4, 5.

Breaking this down, Duelist Fighter B score of 1 does nothing because it is not higher of or equal to any of the Duelist Fighter A's Attack Dice. Fighter B did score 3, 4, 5 with his Block Dice canceling out three of Duelist Fighter A's attacks .

However, it doesn't stop Two Attack Dice going through and Duelist Fighter B takes 2 hits. Now it's Duelist B chance to attack, but with two less dice in his Attack Action allocation.

Damage - For each Attack dice that makes it through your Opponents Block Dice you can remove one dice out of his Attack Allocation Dice.

5. End Game

For every attack that makes it through your block dice you must recalculate your Warriors Energy Dice Pool in the End Game. Subtracting the damage directly from the Energy Dice Pool.

Example - *Duelist Fighter A managed to score two dice hits on Duelist Fighter B, Fighter B wasn't as lucky and only struck his opponent once. Duelist Fighter A has one less dice in his Energy pool for next turn, while Duelist Fighter B has two less dice in his Energy pool.*

The turn ends, and the next one begins at the Ready Phase, until your opponents or your own Energy Pool Dice is reduced to zero. Once this happens your opponent is considered to be knocked out. Good luck!



Fight Dice - The Advanced Rules

By now you've fought a couple of practice duels using the basic edition of the Fight Dice rules. The Advanced Rules add another dimension to your duels, by using the Action, Companion, Weapon and Equipment cards.

You're already familiar with the Warrior Card, now let's learn about the different types of card you'll be using and the ranged attack rule.

Companion Cards

Companion Cards are played by doing what they say and then putting them in your discard pile.

Action Cards

Action Cards are played by applying their effect or bonus and then putting them in your discard pile.

Weapon Cards

Weapon Cards are used by your Warrior during the duel and add bonuses to the duration of the fight.

Equipment Cards

Equipment Cards add bonuses to your Warrior for the duration of the duel.

Bonus Dice

You may notice that some of your Fight-Dice Cards give your Warrior Extra Dice. These are called Bonus Dice and are assigned to the relevant Action, as stated on the card.

These bonus dice can be used in conjunction with any Energy Pool Dice assigned to that Action, but there must be at least one Energy Pool Dice in that Action to use the bonus dice allocated to it.

These are bonus dice only, your fighter takes damage from his Energy Pool Dice only. Once the Energy Pool is depleted in any action he is unable to use his Bonus Dice in that action, and if he runs completely out of Energy Dice your Warrior is still considered to be out of action as normal.

Ranged Attacks

We have all seen Anime fights where the Fighter uses some kind of energy blast to throw a ranged attack at their opponent. Or maybe one of the fighters has brought a throwing star or blaster to the fight. To use a Ranged Attack you cannot be in hand to hand combat with your opponent, and must have a weapon capable of making a ranged attack such as a throwing knife. The Duelist then uses the Bonus Attack Dice of that weapon to complete his ranged attack.

To use a Ranged Attack, declare it in the Attack sequence of the turn, and then check to see if your target is within range of the weapon, as marked on the weapon card. Then roll every dice in the weapons Bonus Attack Dice. Your opponent can use his Block Action Dice to try to dodge/defend against the attack, including any bonus dice the fighter may have from any Action or Equipment cards. Any of the weapons Attack Dice that make it through your opponents Block Dice are deducted from your opponents Energy Pool in the End Game section of that turn.

Note any Block Action Dice used to stop a Ranged Attack cannot be used to stop any Attack Dice used by an Opponent in hand-to-hand Combat with your Warrior.

Game Changes

The Advanced Rules brings some changes to how Fight-Dice games start and plays. In this next section we look at these changes and how it all fits into Ready Set Go phases. To do this we run through a sample turn, starting with the set up.

Set up - Building your Warrior

Before you begin your duel you must build your Warrior, using the Warrior, Weapon and Equipment cards. These cards really build the character of your Warrior, making him totally unique to your fighting style. Below we have outfitted our White Ninja making him ready for his Duel.



Our Example Warrior - Our White Ninja is equipped and ready for his duel. He has 3 Weapon Pool Points and 2 Equipment Pool Points.

First off we choose his weapon, and its a pair of Sai a good solid Ninja weapon. The Sai take 2 Weapon Pool Points, leaving one spare.

Next we decided to give him some protection from any attacks that make it through his guard. We choose Light Armor which take 1 Equipment point, leaving one spare. Suitably equipped our Warrior is ready for his Duel.

Example Turn - The First Turn

1. Starting

a. Shake Hands

b. Place your warrior anywhere in the first hexes on the arena board, and the Warrior card and his Weapon & Equipment cards on the edge of the arena.

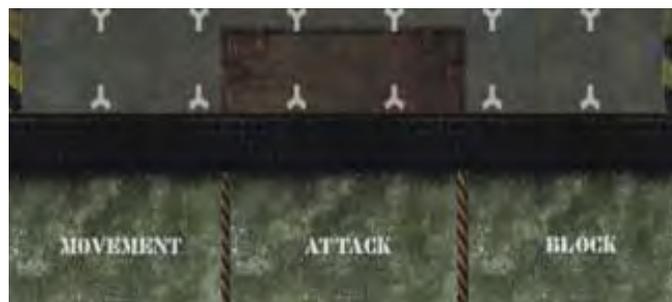
c. Shuffle your 40 card deck, making sure you remove any warrior, weapon or equipment cards, and then draw 7 cards. Note, you can only hold 7 cards in your hand at one time and must discard or swap cards to keep this number.

2. Ready

a. Draw a card.

b. Activate up to three Action Cards from your hand. Place them face down in any Sequence box in the arena. You can only activate one Action card in each sequence.

c. Allocate your energy dice as per the basic game.



3. Set

- a. If you have a card that automatically wins you the Set, play it now.
- b. Or Flip a coin the Winner goes first (this action is repeated each turn).

4. Go!

This phase is broken into three sequences.

- a. Play any companion cards, or any cards that heal or effect your warriors performance now.

Move - Starting with the Winner of the set.

- a. Activate and play any Move based Action Cards. You do this by turning your Action Card over revealing it to your Opponent and carrying out the instructions on the card.
- b. Move the number of dice (including any Bonus Dice) in your Warriors Move action. If your opponent's One hex diameter Combat Zone or CZ all movement is stopped – even if your opponent hasn't moved yet.
- c. If you are or your opponent are not in a CZ, your opponent repeats this turn.

Fight - If you are in a CZ you now fight, starting with the Winner of the Set.

- a. Choose which weapon your warrior is going to use in his Attack.
- b. Activate and play any Attack based Action Cards. You do this by turning your Action Card over revealing it to your Opponent and carrying out the instructions on the card.
- c. Your opponent can activate and play any Block based Action Cards. This is done by turning the card over and revealing it to your Opponent, and carrying out the instructions on the card.
- d. Both Warriors then Fight, the Duelist who won the set goes first, rolling his Dice and Bonus Dice, or effects from his Action Card. For each Attack dice that makes it through your Opponents Block Dice, or effect from his Block Action Card you can remove one dice out of his Energy Pool in the damage sequence.

Damage - For each Attack dice that makes it through your Opponents Block Dice, including Bonus Block Dice, you can remove one Energy Pool Dice out of his Attack Allocation Dice.

If your Opponent still has Energy Pool dice left in his Attack Allocation, he can then Fight repeating the same steps as above.

What Happens after Each Turn?

After the turn is ended if either Duelists Warrior is Poisoned they may take damage, or if they are Burned, they may take damage. Or if the Warrior is Paralyzed they may recover. Look up these conditions, and how they work below.

Poisoned - If your Warrior is poisoned, put a Poison Marker next to his card. At the end of the turn roll a Dice.

Odd Numbers 1,3 or 5 - Your Warrior shakes off the Poison and takes no damage.
Even Numbers 2,4 or 6 - Your Warrior is still Poisoned and takes 1 Energy Pool

Dice damage.

Burned - If your Warrior is Burned, put a Burn Marker next to his card. At the end of the turn roll a Dice.

Odd Numbers 1,3 or 5 - The flames go out and your Warrior takes no damage.
Even Numbers 2,4 or 6 - The flames continue to burn and your Warrior takes 1 Energy Pool Dice Damage.

Paralyzed - If your Warrior is Paralyzed, he cannot move, attack or block any attacks, or play any Action Cards, or use any weapons or equipment! Lay our Warrior flat on the arena floor to show the Warrior is Paralyzed, and is out of action until the end of the next turn!. At the end of the turn roll a Dice, any score except 1 the Warrior recovers and is back in Action (stand the Warrior up). If a 1 is rolled the Warrior is still Paralyzed!

How do you Win?

You win the Duel when your Opponent's or your Warrior is reduced to zero Energy Pool Dice. Fight-Dice Advanced Rule Duels are normally played as a best of three, and you must win two out of three matches to win the game using the same Warrior.

Ready... Set... GO!

Quick Authors Note by Nick Davis

Thank you for choosing and playing Fight Dice, although the rules do not mention it we highly recommend using customizable action figures with this game. To this end I highly recommend you use Stikfas to represent your Warriors with these rules. They were play tested with these action figures, and what is cooler than creating your very own custom fighter and then battle for glory in the Fight-Dice Arenas?

The newest addition to the Fight-Dice rules are the Action and Companion Cards, which are now appear in a dedicated dueling deck, instead of as stand alone Warrior Skills. Using a deck allows you to emulate the fast-paced anime inspired Dueling action in the Fight-Dice arenas.



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