

CHUNKY FIGHTERS

RÈGLES DU JEU



GAME RULES

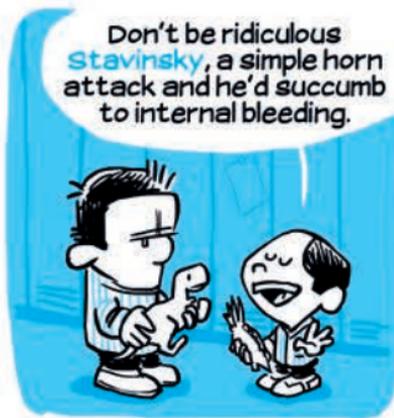


SPIELREGELN



REGLAS DEL JUEGO





GAME RULES - Introduction

In the days since that unhappy incident of my early youth...

Two weeks ago.



...I have discovered the very source of evil that has plagued man since the dawn of time:



Uncertainty!



Yes, Uncertainty! For if everyone knew ahead of time, with certainty, the outcome of any fight... fights would lose all purpose!



And Peace would reign on Earth.



And that is why, since that fateful day, I have decided to dedicate my life...

For the rest of summer break



To the eradication of violence and the salvation of humanity!

Easy!



And that is why I have created...



... The **Computron4000!**

A supercomputer linked to a giant 3D printer!

Its incredible processors allow it to catalog every creature in existence all over the world!

Now it's just a matter of fighting each one against the other.

Then, I will organize the data into a heirarchy of deadliness known as the Fightonomicon: an Encyclopedia of Peace.

Bam!



It will be a massive undertaking... I won't be able to do it alone.

I need your help!

Free, fight and fun!



CHUNKY FIGHTERS

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The rules with the **Rage** tokens are optional but I highly recommend them!

I, personally dislike to fail. So, getting positive stuff to miss an action makes me happy.

Especially when I could use them to take a revenge in a more...
Hmm...Muscular way

Introduction



Right!

My name is Denis Portion. I am 8 years old and I will be your instructor today.

Follow my advice and I will turn you into a skilled warrior

First, know that there are two ways to play CHUNKY FIGHTERS: **Free-for-All** (one player against another player against another player...), and **Team Brawl** (one team against another team against another team...).



In both cases, you can choose to face off in **Survival mode** (fight to the last man standing) or **Challenge mode** (fight to a score limit).

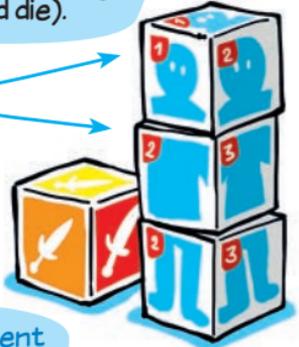
About the fighters...

To fully understand the game, it is vital that we are both speaking the same language. Therefore, I believe a little bit of **Chunky vocabulary** is in order...



The Dice: Each fighter is made up of 4 dice: 3 dice make up the **Body** (head, torso, and legs) and 1 die determines the fighter's **Weapon**: Weak (yellow die), Powerful (orange die), and Savage (red die).

Values: On the face of each **Body** die there is a number that represents the health of that **Body** part. During the course of the game this **Value** will decrease as the fighter sustains injury or increase as the fighter heals.



Increments: The **Increment** refers to the sum required to change a value to the next higher or lower value.



Increment of 1



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For example, to heal a **Character** showing a value of 2 for the **Head**, the player must rotate the **Head** die to the next higher value. That value is usually 3, in which case the **Increment** is 1. If the next higher value is 4 (in the case of **Feral Fawcett**, for example), the **Increment** is 2.



Knockout Rating: The **Knockout Rating** is the number of **Wounds** required to reduce a **Body** die to zero. This is also the minimum value for each **Body** die.



For example, the **Knockout Rating** of **Kehrt Im Baalmd's** **Body** die is 3. You must therefore inflict 3 **Wounds** in a single attack to defeat him.



Weapon Die: This is your fighter's fourth die. It can display up to four different colors: **Red** (identifies **Savage** weapons), **Orange** (identifies **Powerful** weapons), **Yellow** (identifies **Weak** weapons), and **Blue** (identifies an **Ability**).

Character Cards: These data sheets outline a character's abilities and attributes. Each character has a unique card.



Abilities: Some characters, in addition to their normal weapons, possess a specific item that symbolizes their **Ability** (in blue). **Stella Fusion**, for example, has a forcefield generator.

Set up

You can play with **two or more** players.

Everyone must agree on the **number of characters** each player will use (maximum of 6).

I recommend 3 per player.





Players take turns recruiting their characters until everyone has the decided upon number of fighters. During selection, pay attention to the values of each character, especially the **Increments** and **Knockout Ratings**.

You cannot have more than one of the same fighter on your team. However, there can be multiple copies of a fighter at the table.

Place your characters in front of you with each die displaying its maximum **Value**. Place your **Character Cards** so that the information side is showing (the illustration will be face down).

Determine your starting **Weapons** by rolling each character's **Weapon** die.



How to play



1 The player controlling the character with the lowest total **Value** goes first. Play proceeds clockwise.

In case of a tie, compare **Weapon** dice. If still tied compare the **Values** of the next weakest character, etc.

2 On your turn, choose a fighter on your team to perform one of five available **Actions** (see **Actions**). After the action is resolved, flip your fighter's **Character Card** illustration side up (information side down). Play then passes to the next player.

Continue playing until every fighter's **Character Card** illustration side up. This ends the round. Flip all of your **Character Cards** back to their information side to begin a new round.

If any of your characters died during the previous round, don't wait for the other players to use all of their fighters before resetting your character cards. Your rounds just happen at a different pace than the other players.

Each character can target any other character on the table, friend or foe. It is entirely possible for all the characters on a team to pick on a single fighter.

It may not be nice but all is fair in love and war!

Character can even attack their own teammates. Why would I do that, you ask? Maybe you need to awaken the beast inside **Feral Fawcett**, for example

In **Survival** mode, the winner is the last player with an undefeated character. In **Challenge** mode, the winner is the first player to reach the score limit.



GAME RULES

Actions

Each round, each fighter can perform one of the following five actions:

1 Attack: To attack, roll the **Hit Location** die + the **Wound** die that matches the color of your character's **Weapon**. The result of the **Wound** die shows how many points to subtract from the **Body part** displayed on the **Hit Location** die.



Whenever your character is the target of an attack dealing at least one wound, he may immediately attempt to **Block** or **Dodge**. **Blocking** and **Dodging** can happen out of turn and do not cost an action.



Blocking: To block an attack, roll the **Hit Location** die + the **Wound** die that matches the color of your character's **Weapon**. If the **Hit Location** die shows a **Green Shield**, subtract the result of the **Wound** die from the damage inflicted by the attack.

If the damage is entirely neutralized, the attack fails.

If your block roll is at least 2 points greater than the attack roll, the attacker is immediately disarmed! The attacking player must reroll his character's **Weapon** die.

A character with a **Weapon** die showing an **Ability** (blue color) cannot **Block** (but may attempt to **Dodge**).

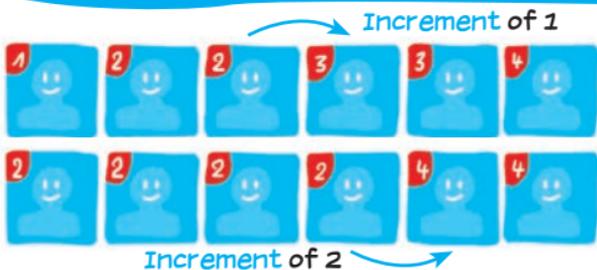


Dodging: To dodge an attack, roll the **Hit Location** die by itself. If the **Hit Location** die shows a **Dodge**, the attack fails.

A character with a **Weapon** die showing an **Ability** (blue color) may attempt to **Dodge** (but cannot **Block**).

2 Heal: When a character heals, increase the **Value** of a single **Body** die to the next higher **Value**.

For example, your character only has 1 point left on her **Head**. To heal, rotate the die to display the next higher value. This could be a 2, or even a 3 if there is no 2 value on the die.





3

Disarm: To **disarm** a fighter, roll the Hit Location die. If it shows a **Red Sword**, the **disarm** fails.

Otherwise, your opponent must reroll his character's **Weapon** die and accept the new roll.



4

Called Shot: If you want to inflict some real damage, go for a **Called Shot**.

Just announce the **Body** part you hope to hit: the **Head**, **Torso**, or **Legs**. Then roll the **Hit Location** die + the **Wound** die that matches the color of your character's **Weapon**.

If you roll the named **Body** part, the the attack inflicts 1 extra **Wound**! Any other result and the attack fails (even if the attack would hit a different **Body** part).

If you successfully hit a character in the **Head** with a **Called Shot** that inflicts 3 or more **Wounds**, the victim's **Head** is lopped clean off! The character is immediately defeated, even if there are points remaining on his **Head**.

No one ever said life was fair!...



5

Ability: Each character has a **special ability**. Sometimes the effect is permanent (e.g. **Alfredo Di Darke** can survive without a head), and other times the effect is temporary and requires an **Action** to activate.

For example: **Kehpt Im Baalmd** wants to use "**Mummy's Curse**." He must use his **Action** to do this.

He won't be able to perform another **Action** for the rest of the round.



Wounds

To defeat a fighter you must reduce the **Value** of his **Head** or **Torso** to zero. If the **Value** of his **Legs** is reduced to zero, the character is only crippled and will continue fighting. Crippled fighters use a weaker **Wound** die than normal

Red if it was Orange, Orange if it was Yellow.
If it was Yellow, it stays Yellow.



When a character receives wounds, immediately reduce the **Value** of the damaged **Body** die down to the appropriate **Value**. For example, if a character with a **Value** of 4 for the **Torso** receives 3 **Wounds**, the player rotates the die down to the closest appropriate **value**.

In the above example that should mean **Value 1**, but it could mean **Value 2** if **Value 1** doesn't exist on the die (see **Increments**).

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Knockout Rating: All **Body** dice have a minimum **Value** that cannot be further reduced. In the case of a **Torso** or **Head**, this **Value** represents the number of **Wounds** necessary to finish off a character by **Knockout**.

For example, the minimum **Value** of **Kehpt Im Baalmd's Torso** is 3. To defeat him, his opponent must inflict at least 3 **Wounds** in a single blow.

Knockout Rating of 3



Something like that isn't going to be easy, let me tell you. You're going to have to take some risks by trying for a **Called Shot** or concentrating on the **Head** since it's a lot weaker



The Standoff



When there are only two characters remaining the tension escalates into a frenetic flurry of destruction! Self-preservation is no longer an option. All that remains is to quickly and soundly destroy your opponent.

In other words, when The **Standoff** is in effect, characters cannot use the **Heal** action

Challenge Mode



In **Challenge** mode, the goal is no longer the utter annihilation of your enemies but instead to be the first player to achieve a specific number of points decided upon before the game begins.

Points are earned by completing the various **Challenges** shown on **Challenge** tokens. As each challenge is completed, the player collects the token to record his or her points

To determine the point total required for a game, first add up the total power of all characters in play, then add the number of **Challenge** tokens on the table, and finally divide the sum by 2 (rounding up).



$$\text{Point total} = \frac{\text{Power of characters} + \text{Number of Challenge tokens}}{2}$$

A character's power is listed on its **Character Card** next to the fist icon. Most characters have a power of 3.

Next, each player draws 3 Challenge tokens at random. Look at your tokens and secretly choose two of them to place face down in the center of the table. When everyone has placed their tokens, turn them all face up. These are the Challenges that will be available to all players during the game.

Each defeated fighter is worth 3 points to the player who defeated him (collect the defeated character's card to record these points).

Some challenges are awarded automatically at the end of combat. Watch your opponents carefully or you may be left high and dry!

For example, the Challenge "Survive the entire game without blocking" is worth 8 points. If the point total for the game is 16 and one player has 5 points, all he has to do is defeat one more fighter to bring his total to 8 points. Then, if he hasn't Blocked the entire game he can snatch the token and declare 16 points. Game over!



There are 25 Challenges at the moment.

You can find a detailed list of every Challenge below.

The harder a Challenge is, the more points it is worth.



Inflict 1 wound on an enemy



Defeat an enemy



Inflict 2 wounds in a single round of combat



Disarm an enemy



Successfully block an attack



Successfully dodge an attack



Heal a fighter



Make a successful Called Shot to the Torso



Make a successful Called Shot to the Legs



Block 2 attacks in a row



Inflict 4 wounds in a single round of combat



Decapitate an enemy



Disarm 3 enemies



Defeat an enemy using the Powerful die (orange)



Dodge 2 attacks in a row

GAME RULES



Make a successful Called Shot to the Head



Defeat 2 enemies



Make 2 successful Called Shots to the Head



Inflict 6 wounds in a single round of combat



Decapitate 2 enemies



Defeat an enemy using the Weak die (yellow)



Use only the Weak die (yellow) the entire game



Survive the entire game without losing a fighter



Have all fighters at full health when the game ends



Survive the entire game without blocking

Support Mode (optional rule)



If, like me, you're a gentleman who prefers the finer things in life and you want to spice things up, **Support** mode what you're looking for!

I'm so proud...

During the **Setup** phase (page 23), instead of rolling for a random **Weapon**, simply choose which face of the **Weapon** die you like best.

Not so fast, hot shot! Each **Weapon** die should show a different color than the others (1 red, 1 orange, and 1 yellow). If you select the same color for 2 different fighters, one of those fighters will act as **Support** for the other. The **Support** rule doesn't apply to **Abilities** (blue).

On your turn (page 24), if 2 fighters display the same **Weapon** color (red, orange, or yellow), only one of the two may act (the other is **Support**).

Their two **Character Cards** are flipped together as a set.



Concerning **Actions**, there are 3 **Wound** dice available: 1 **Red**, 1 **Orange**, and 1 **Yellow**. Each die can be used just once to attack a character on the opposing team. Each team can therefore attack a maximum of 3 times per round.



In other words, each round a team of fighters can attack with one **Weak** die (yellow), one **Powerful** die (orange), and one **Savage** die (red). Any extra characters will be used for **Support**.

A lesson on color: You have five characters on your team. You select the following Weapons: **Red, Red, Orange, Yellow,** and **Blue**. In this case, the first character attacks with the **Savage Wound** die. The second character can't attack but instead **supports** the first.

The third attacks with the **Powerful Wound** die. The fourth with the **Weak Wound** die and the last uses her **Ability** (blue die).

There is a new action available to your fighters each round:

6 Support: You may to reroll one die (**Hit Location** or **Wound**) for each character supporting the attacking character.

Once you reroll the die you must accept the new result, even if the first roll was better.



If a fighter has two characters in **Support**, you get 2 rerolls. There is no limit to the number of characters you can have in **Support**.

Additionally, if one of your supported characters is attacked, you can reroll one of the attacker's dice (**Hit Location** or **Wound**) if you don't like the result. One last thing! If a **Support** character is attacked, he cannot attempt to **Block** or **Dodge**. Supporting characters are defenseless!

Rage Tokens (optional rule)



Each time you fail an action, you will earn 1 **Rage Point**. **Rage** symbolizes the mounting frustration of constant failure.

More specifically, take a **Rage** token and place it in front of you. Your **Rage Points** should always be visible to all players.

An **Attack** or **Defense** roll is considered a failure if the **Hit Location** die misses or if the result of the **Wound** die is zero.

If you land an **Attack** but your opponent reduces the damage to zero through successful **Defense**, you do not gain a **Rage Point**.

You cannot attempt to **Block** or **Dodge** a failed attack just to prevent a player from collecting a **Rage Point**.



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If a **Called Shot** fails, we must assume that you knew it was a risky move. Therefore, you do not gain a **Rage Point**..

Know this! **Rage Points** can be used by your entire team, not just the character who earned them.

Rage Points are a great way to let off steam! And there are a ton of cool ways to use them.

1 **Attack:** Increase the number of **wounds** inflicted by the **Wound die** during an attack by spending 2 **Rage Points** for each additional **wound** you want to add (4 **Rage Points** = 2 extra **Wounds**...).

2 **Défense:** Increase the number of **wounds** absorbed by a **Block** by spending 2 **Rage Points** for each additional **wound** you want to subtract (4 **Rage Points** = 2 less **wounds**...).

3 **Reroll:** Reroll a single die whose result you don't like by spending 2 **Rage Points** for each reroll you want to make.

4 **Heal:** Increase the power of your **Heal** action by spending 2 **Rage Points** for each additional **wound** you want to recover (4 **Rage Points** = 2 extra **wounds** healed...).

5 **Hit Location:** Choose the face of the **Hit Location die** by spending 5 **Rage Points**.

In all cases, **Rage** tokens are returned (to the game reserve) by the player and become available for everyone.

You cannot have more than 6 **Rage Points** at a time. If you ever accumulate 6 **Rage Points**, you **Go Berserk** and must spend your entire collection of **Rage Points** during your next turn (or as many as you are able). Any unspent **Rage Points** are discarded.

When a **Fighter** kills another **Fighter**, the victorious player gives 3 **Rage** tokens to the losing player (the number of **Rage** tokens is equal to the power of the defeated **Fighter**). This action symbolizes both the satisfaction to have won for the winner (it's relaxing ...) and the frustration of having failed for the loser (it is annoying ...). If the winning player has not, or not enough, **Rage** token, the loser picks enough tokens from the available ones (game reserve).



Euh...

Salut.





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