



Welcome to the Grand Tournament, pugilist. 3,2,1... FITE!

REQUIREMENTS

1 player playing your opponent.

1 model per player representing his pugilist.

Models should be between 28 and 35 mm with 1" bases in size.

1 coin per player.

9 six sided dice per player. Those will be referred to as "the dicepool".

A gaming area roughly the size of a CD. The area should contain some terrain. Preferably 2-3 different pieces.

(Example: A crate, a tree and a bush.)

On the gaming area have to be 3 distinct locations.

Each turn players will place their fighters at those locations to receive an offensive, a defensive or a tactical bonus (see below).

Mark the offensive location with 1-2, the defensive with 3-4 and the tactical location with 5-6.

Objective: Take out your opponent's fighter.

SETUP

Each player places his coin face up next to the gaming area.

For Setup as well as at the beginning of each turn players decide where their fighter is going to be placed for this turn.

Players take one of their dice and place it hidden with any face showing up. As soon as both players have placed their die, they reveal. The face now shows the location where the fighters are placed:

1-2 offensive

3-4 defensive

5-6 tactical

TURN ORDER

Each turn players play the following steps in the following order:

1.) Place Fighter

2.) Fight

If at the end of the turn both fighters are still in the game, restart with step 1.

1.) Place Fighter

For placing your fighter use the same method used during Setup: Place dice hidden, reveal, place your fighter according to the number revealed.

Placement at a location gives you a certain bonus:

Offensive: Receive +1 on any die result in your offensive pool

Defensive: Receive +1 on any die result in your defensive pool

Tactical: Move up to any 2 dice from any one of your pools to any other of the pools OR place any 2 dice on the opposing face instead of their current face.

2.) Fight

Fighters always fight each other, even when both are standing at different locations.

Simultaneously players divide in secret their dicepool into two separate dicepools: The offensive dicepool and the defensive dicepool. Each dicepool may contain any number of dice from 1 to 8. Players place the offensive dicepool hidden in their right hand, the defensive dicepool hidden in their left hand.

Once both players have distributed their dice, both players reveal their hands and roll each dicepool separately. Make sure after rolling the pools you can still see, which dicepool is which.

Now both players compare their defensive dicepool with the opponent's offensive dicepool: Each defensive die having a value equal to or above any opposing die cancel that opposing die.

A die can only be cancelled once.

Each offensive die that did not get cancelled now scores a hit, removing any 1 die from the opponent's overall dicepool. (It does not matter which one.)

If after a fight a player does not have any dice left in his entire dicepool, his fighter has been taken out and the opponent has won the game.

Example:

Fighter A rolls 6,5,4,2,2 offensive and 5,3,1,1 defensive.

Fighter B rolls 5,4,2 offensive and 6,6,3,2,1,1 defensive.

The underlined defense results cancel out the according underlined offense dice, while the **bold** results score hits. Each fighter receives 1 hit.

FINISH HIM

If a fighter only has got 1 die left, he stands around, dazed.

The opponent finishes him off automatically next turn.

SUPER POWERS

A fighter may come with 1 of the super powers below.

Each super power can be used once per game.

Using a Super Power your fighter receives the bonus of the power additionally to the bonus of the location he is in, even if it is the same

Flip your coin face down to mark your power as used.

Aggressive: Your opponent receives -1 on each die in his offensive pool.

Brutal: Receive +1 on each die in your offensive dice pool.

Cunning: Use one of the options of the "tactical" location. If you stand at the "tactical" location, use both options.

Fast: Your opponent receives -1 on each die in his defensive pool.

Swift: At the end of step 1 place your fighter at another location.

Tough: Receive +1 on each die in your defensive dice pool.

TOURNAMENT

FITE can be played with multiple players, each player fielding 1 fighter. A FITE Tournament is a single-elimination tournament:

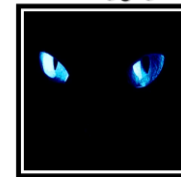
Write down each fighter's name on a small paper and throw the notes into a bag to draw the initial pairings. Each pair of fighters fights – the winner advances, the loser drops out of the tournament.

Pair all winners anew as described above. If one fighter remains without a fighter to fight against, he wins that round automatically. The last fighter remaining in the tournament is the final winner.

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