

Chunky Fighters v.3

The quick and dirty dice fighting game you make yourself

Designed by Nick Hayes 2009

Chunky Fighter v.3 instructions

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Number of Players

Two and up.

Note: you will need at least one fighter for each player, but can use as many fighters per player as you like. Each player should construct as many fighters he or she wishes to use.

Components

12 Fighter dice (four fighters, made of three dice each)

4 Weapon dice (one per fighter)

3 Hit dice (1 weak, 1 medium, 1 strong)

1 Strike die

4 Fighter Ability cards (one per fighter)

The Dice

There are two main types of dice in Chunky Fighters: **Fighter dice** and **Combat dice**. The Fighter dice include each fighter's body parts (head, body, and legs) and weapon. The Combat dice include three different Hit dice and one Strike die.

In the upper right-hand corner of each body part die is a red number inside a white circle. This is the part's **Hit Points**; the higher the number, the stronger the body part. Throughout the game, your fighter's Hit Points will go up and down. Record this by simply rotating the body part die to display the next higher or lower number.



Components

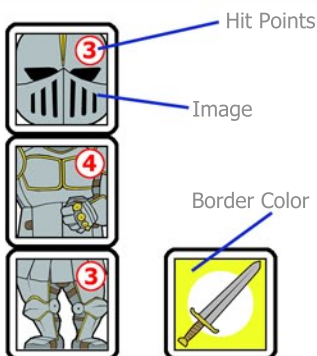
The Fighter Dice

Head – Hardest part to hit but also the most vulnerable. Destroy the head to kill the fighter.

Body – Easiest part to hit but the hardest to destroy. Destroy the body to kill the fighter.

Legs – Vital to fighting. Destroy the legs for a massive advantage in combat.

Weapon – The strength of a weapon is indicated by its border: red is strong, yellow is medium, white is weak. Stronger weapons have a greater chance at dealing more hits.



There is one **Fighter Ability card** for each fighter. The Fighter Ability cards display each fighter's unique special ability and any special rules for using that fighter. They are also used to determine turn order.

The Hit Dice



Weak Hit die – Use when attacking with weak weapons.



Medium Hit die – Use when attacking with medium weapons.



Strong Hit die – Use when attacking with strong weapons.

The Strike Die



Head



Body



Legs



Miss

The strike die tells you which body part you hit when you attack another fighter. Depending on which image lands face up, you will either hit the head, body, legs, or miss entirely.

The **Hit dice** come in three different colors: **red**, **yellow**, and **white**, which represent three different power levels: strong, medium, and weak respectively. Each color corresponds with the border color of a fighter's weapon die.

Each side of the **Strike die** displays an icon of either a head, a body, legs, or a miss. The result of the Strike die determines whether you hit or miss, and where your attack lands.

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Meet The Fighters



Wizard – Arcane rituals have suspended this sorcerer's life for over 300 years. In that time he has memorized countless tomes and mastered fantastic spells giving him command over the very elementals upon which the universe is built.



Soldier – A battle-hardened war veteran who has seen hell first hand. Tough as nails and haunted by flashbacks, his expertise with modern weaponry is only surpassed by his skill on the battlefield.



Tentacle Monster – A writhing mass of coiling tentacles encircle this horrific fiend whose eyes reflect the depth and breadth of the cosmos. Its origins are unknown, but it has come to do battle with the denizens of our world.



Knight – Bound by a code of honor, this dauntless paladin endeavors to rid the world of tyranny. Clad in shining armor, his blade knows no rest when confronting monsters, likewise his heart at the sight of the fairer sex.

Two Ways to Play

There are two ways to play Chunky Fighters: **Brawl** or **Face-off**.

Brawl

Players: Two and up

Fighters: Two or more per player

Playing time: 10 to 30 minutes

Info: The Brawl is the standard way to play Chunky Fighters. In a Brawl, each player controls two or more fighters and attempts to destroy all of his or her opponent's fighters. Decide beforehand how many fighters each player will use. All players start the game with the same number of fighters. When a player has lost all of his or her fighters, he or she is out of the game. The last player with a living fighter wins. Depending on the number of players and fighters, a Brawl can last up to 30 minutes.

Face-off

Players: Two and up

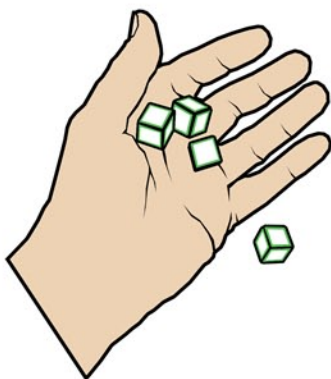
Fighters: One per player

Playing time: 1 to 5 minutes

Info: The Face-off is a much quicker version of the game where each player controls only one fighter. When your fighter goes down, so do you. Last man standing wins. These one-on-one battles will typically last one to five minutes and are a good way to introduce new players into the game.

Goal of the Game

Regardless of how you play, the goal of Chunky Fighters is always the same: destroy your opponent's Fighters and be the last man standing!



Setup/Building your Fighters

Each player selects his or her fighter(s). Build your fighters one at a time by rolling all four dice (head, body, legs, and weapon). You may re-roll one of the four dice if you are unhappy with the results. Do the same for all of your fighters. When you're finished, set your fighters in a row in front of you.

Once all players have rolled and set up their fighters, choose the turn order style you will use during the game.



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Turn Order Styles

For a Face-Off, the player with the weakest fighter goes first. The weakest fighter is the one with the lowest cumulative Hit Points. In case of a tie, compare weapons. Players alternate turns in a clockwise fashion for the remainder of the game.

When playing in a Brawl, there are two available turn order styles: **Random** and **Determined**.

Once you have chosen a turn order style, the brawl can begin!



Random – Gather all of the Fighter Ability cards, shuffle them, and place them in a pile face down on the table. To begin each turn, flip over the top card. That fighter takes his action. Continue revealing one card at the beginning of each turn until all of the fighters have taken an action. This ends the round. Shuffle the cards and repeat!

Note: If there are two or more of a given fighter controlled by different players, randomly determine who goes first by rolling a weak Hit die; highest roll wins. The next time that fighter's card is revealed, only the player(s) who haven't gone yet compete. If one player controls more than one of a given fighter, he chooses which one takes an action.

Determined – Players take turns laying their Fighter Ability cards face up on the table to create a turn order ladder. Starting with the youngest player and going in a clockwise fashion, each player may choose to add either one or two of his or her Fighter Ability cards to the ladder. The order the cards are placed on the table is the order the fighters will take their actions. Keep the Fighter Ability cards in that order for the rest of the game.

Note: Place your cards wisely. You don't want to run out of actions too early.

Determined



Playing the Game

On your turn you can perform one of the following actions:

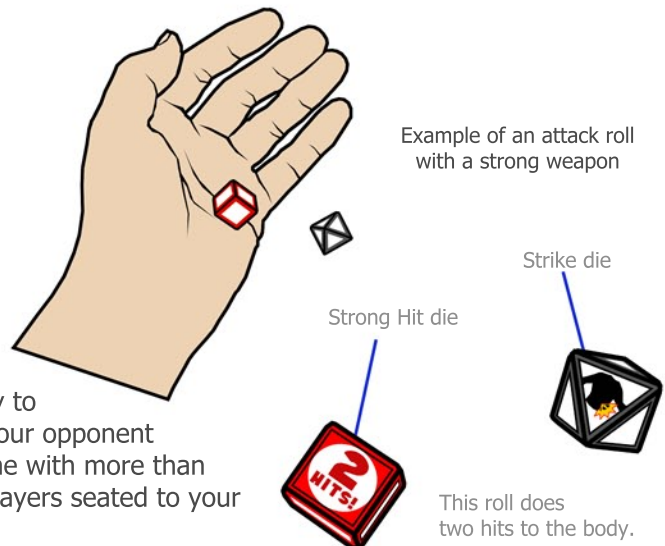
- **Attack**
- **Attempt a called shot**
- **First aid**
- **Disarm**
- **Change weapon**

Once your action is resolved, play passes to the player on your left (clockwise). The game continues in this fashion until only one player has any fighters left.

• Attack

This is the main action in Chunky Fighters. What better way to destroy your foes than by attacking? Before you attack, tell your opponent which of his or her fighters your fighter is attacking. In a game with more than three players, you can only attack fighters controlled by the players seated to your immediate left and right.

Roll the Strike die and a Hit die. The hit die you use depends on the strength of your weapon. Use the Hit die whose color matches the border color of your fighter's weapon.



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The Hit die will show a number of hits and the Strike die will show either a body part or a miss.

If you missed or rolled zero hits, your opponent's fighter takes no damage. Any other result and your attack is a success! See "Taking damage" below. Your opponent may choose to attempt to block the attack.

• Attempt a called shot

If you're feeling lucky, you can attempt a called shot. A called shot is like a normal attack, but before you roll, name the body part you think you will hit. If you correctly call the shot, the attack does one additional hit and cannot be blocked! If you did not roll the body part you called, the entire attack misses.

Headshot rule: If you make a successful called shot to a fighter's head, the fighter is killed instantly, regardless of Hit Points!



• First aid

Choose one of your fighters and add one Hit Point to one of that fighter's body parts. You can raise a body part's Hit Points higher than its starting level, but not higher than the highest value on the die. This action cannot recover lost legs.

• Disarm

Before attempting a disarm, tell your opponent which of his or her fighters you are trying to disarm. In a game with more than three players, you can only disarm fighters controlled by the players seated to your immediate left and right. Roll the Strike die alone. Any result other than a miss causes your opponent to fumble his weapon. He must re-roll his fighter's Weapon die. Disarming deals no damage.

• Change weapon

Re-roll your fighter's Weapon die up to two times.



Taking Damage

Damage in Chunky Fighters is measured in hits. All attacks deal a number of hits, usually one or two, and just like in real life, hits take away Hit Points. When your fighter takes damage, subtract the number of hits from the damaged body part by rotating the die to reflect the remaining Hit Points. For example, if your fighter's legs have three Hit Points and they take an attack of two hits, rotate the legs die so that it shows one Hit Point.

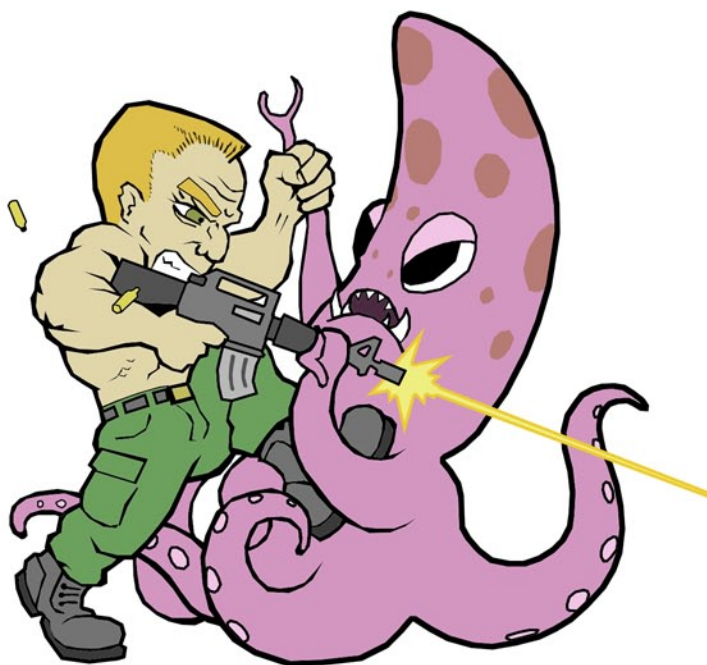
Some body parts' lowest Hit Point value is two. Any attack that would reduce that body part's Hit Points to one reduces it to two instead. To destroy one of these body parts, the attack must deal enough hits to reduce the part all the way to zero Hit Points.



Blocking

Blocking is not an action, and can be attempted in response to any regular attack. Called shots cannot be blocked. Successfully blocking an attack will reduce the number of hits from the attack to one and redirect the attack to your fighter's body.

To block an attack, roll the Strike die. If you roll a body, the block is successful. Any other roll and the attack goes unblocked and resolves normally. Regardless of the result, any fighter who attempts a block must use the weak Hit die instead of his normal Hit die if he attacks next round.



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Destroying the Enemy

If you reduce the Hit Points of any body part to zero, that body part is destroyed. Destroying the head or body kills the fighter. Destroying the legs however, only cripples the fighter. Remove the legs die from the game and continue fighting. See "Crippled Fighters" below for more details.

Remember, the only way to destroy the body is with an attack that does at least two hits. Destroying the head only requires one hit, but it's much harder to strike.

Crippled Fighters/Fighting Without Legs

When attacking with a crippled fighter, roll the Hit die that is one level weaker than his weapon normally uses. For example: a fighter with a medium weapon and no legs attacks with the weak Hit die. However, since weak is the lowest Hit die, a fighter with a weak weapon and no legs continues to use the weak Hit die.

When attacking a crippled fighter, any strike roll that would hit the legs automatically hits the body instead. Therefore, taking out a fighter's legs makes him a much easier target.

Last Man Standing/Game Over

If a player loses all of his fighters, he or she is out of the game. Last man standing is called when only one player has any fighters left. That player is declared the winner.

Time to shake hands and fight again!



Thanks for Playing!

I hope you enjoy playing Chunky Fighters! When you are ready to expand your game, there are two expansions available for you to download and construct. Each set adds four brand new fighters to the action for bigger brawls and massive multiplayer action! All Chunky Fighters expansions can be played as stand-alone sets or used to build your army of brawlers.

-Nick Hayes, designer
2009

Chunky Fighters Expansions



Robot • Amazon • Carnivorous Plant • Golem



Werewolf • Slime Tower • Skeleton • Space Ranger