

BRITTA

CORE REFERENCE SHEET

beta v1a

The Turn

Pick Brutal Cards Phase

Arena Card Phase

Speed Phase

Slowing down (optional)

Change cards Phase.

Combat Phase.

If fighters are still alive then start again.

General

The three 10's rule: 1st 10 = auto hit

2nd 10 = Critical: ignore armour and can knock back or knock down

3rd 10 = K.O.

Knock back: Move target back 1 square.

Against a wall: Cannot use the power strike card and suffers -1 to all rolls

Knocked down: Cannot play the lunge attack or power strike cards and suffers -2 to all rolls.

Against a wall AND knocked down: Cannot use the lunge attack or power attack cards and suffers a -3 to all rolls.

Slowing down: The fastest player may opt to play his/her phase last. Player receives a -1 Mv

Changing 1 card: slowest determines is players wants to change one card followed my the next fastest
Any players that change a card suffer -1 to all rolls

Cover save: if the whole of the square occupied by a fighter cannot be seen. +2 Def

Range 1+ Combat (Use primary ratings)

Defender uses parry card:

Attackers Att + any card mods + 1d10 vs targets Def rating + 1d10

On each successful parry the player can take a free +1 step in any direction.

Defender uses evasion card:

Attackers Att + any card mods + 1d10 vs targets Def rating + 1d10+2

On each successful evasion the player can take a free +1 step backwards

Defender does not use any defensive card:

Attackers Att + any card mods + 1d10 vs targets Def rating

To damage:

Attackers Dam + any card mods + 1d10 vs targets Ar rating

Draw: Attacker may opt to lock into combat with range 2 or less weapon.

Range 0 combat (Use secondary ratings)

Defender uses parry card:

Attackers Att + any card mods + 1d10 vs targets Def rating + 1d10

On each successful parry the player can take a free +1 side-step in the locking zone.

Defender uses evasion card:

Attackers Att + any card mods + 1d10 vs targets Def rating + 1d10+2

On each successful evasion the player can take a free +1 step backwards

Defender does not use any defensive card:

Attackers Att + any card mods + 1d10 vs targets Def rating

To damage:

secondary Dam + 1d10 halved (round up) +plus any card mods vs targets Ar rating

Draw: Remain locked in combat.

Hands of fate

Modifiers:

Beaten opponent has not hit the victor in the fight

-4

Victor was damaged but is not injured.

+0

Victor must roll on the surviving injuries table due damage received.

+4

Beaten opponent has a higher Respect rating than the victor.

+1 (per level higher).

Loser rolls 1d10

1 to 4 Thumbs down. Looks like your done for. The victor gives a finishing blow....unlucky. Better luck in your next life.....

5 to 6 Mixed crowd. Victor's decision. (victor chooses either 1 or 10 for the result)

7 to 8 Thumbs up. The crowd want to see you fight another day....lucky so and so.

9 to 10 Thumbs up. The crowd want to see you fight another day....the victor gains +2 Respect +BR1.0 for showing his/her mercy

Finishing blow

Roll 1d10

1 Blunder!

Weapon slips out of your sweaty hand. Crowd laugh, foe lives another day.

2 Messy finish!

Takes multiple blows to finish foe. Crowd boo!

3 Amateur killing!

Crowd didn't expect any better from you.

4 Simple killing!

Nothing special. Crowd expected better from you.

5 Swift strike!

Crowd seam satisfied.

6 Stylish finish!

Fancy strike leaves crowd cheering for more!

7 Spectacular strike!

The crowd love it!

8 Crush skull!

The crowd go wild! (+1 fame +BR 0.5)

9 Brutal Decapitation!

The crowd go insane! (+5 Exp, +1 fame +BR 0.5)

10 Rip out heart!

Victor rips out foe's heart and offers it to the crowd. The crowd chant the victors name. fighter cannot be revived! (+5 Exp +1 Fame +1 Respect +BR 1.0)

BRUTAL

The Arena

Traps (all traps hit automatically)

Spike: Str 1+1d10 vs Ar rating (minimum of 1 damage)

Fire: Str 2+1d10 vs Ar rating

On fire rule: If the fighter receives 1 or more points of damage then he/ she is on fire! Place the 'on fire' counter next to the fighter. Whilst on fire the fighter receives an automatic 1 point of damage at the start of their own phase each turn until the fire is put out. If any fighter makes a successful 0 range attack against this fighter or like wise, the 'on fire' fighter hits an opponent at 0 range then the fire spreads onto the opponent. In which case the newcomer receives the initial trap damage to see if they are also ablaze. It takes a full game turn to put out the fire and uses up all the fighters Mv value

Steam: Str 2+1d10 vs Ar rating

Electric: Target receives his/her Ar rating in damage. No Ar save. Fighter becomes 'charged'.

Charged fighters: If any fighter makes any contact against this fighter (made a successful weapon hit, parry, hth roll) the 'charged fighter' hits an opponent then the electrical charge is released onto the opponent. The opponent receives 1 automatic point of damage with no saves possible.

Gas: 1d10 halved (round up) vs Ag rating.

Power-ups

Strength: Keep the power-up counter next to your fighter. The power-up remains active until you have resolved your first strength roll

Armour: Keep the power-up counter next to your fighter. The power-up remains active until a strength roll is made against you

Regen +10: The fighter regenerates+10 stamina points. Make relevant changes to your fighter's sheet

Teleporters

roll 1d10

1 to 8 broken link. Roll randomiser die using the stepped on teleporter as the centre. If this space is occupied then fighter is knocked down at the next nearest square.

9 to 10 Perfect jump. Place fighter adjacent to the chosen teleporter that he/she wanted to jump to. If no space is available then the perfect jump becomes a broken link.

Notes on teleporters: Appearing fighters within locking zone can attack as normal

Pits

Fall damage: 1d10 with no Ar save. Once a fighter has landed in the pit and resolved damage, he/she is then raised back into the arena as the pit rises. Treat pit as closed. Place the fighter on its side to represent him/her as knocked down in the square location the fighter fell into.

Leaping over a pit

Leap: To leap the fighter must roll 1d10 and add his/her **Ag rating** to the result.

One square leap difficulty = 3+ Mv required 1*

Two square leap difficulty = 4+ Mv required 2*

Three square leap difficulty = 5+ Mv required 3*

The fighters leap total must on or above the difficulty or he/she fails.

Notes on leaping: Fighters that are knocked-back into a pit **cannot** use this skill.