

Pub Brawl

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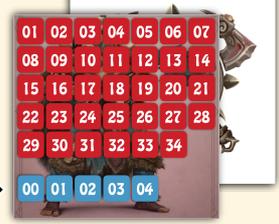
Welcome to Pub Brawl! Our new establishment offers respite from your menial life and tiring quests. Visit us for ale, food and of course brawls! Test your abilities against the very best warriors of the kingdom, become the ultimate champion and enjoy free food and alcohol, until your next fight. The stakes are high, the crowd primed and the arena set for you! Are you ready to enter Pub Brawl?

Components

Each Warrior has:

— a Vitals card

Life



Protection



— a Strength/instructions card

Unique abilities



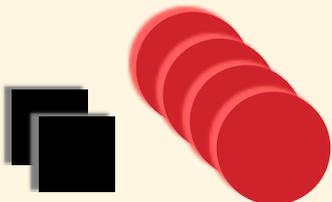
— 13 Equipment cards

Initiative

Action



— 3 - 12 wooden tokens



— the extra Life tile



— the Dexterity token

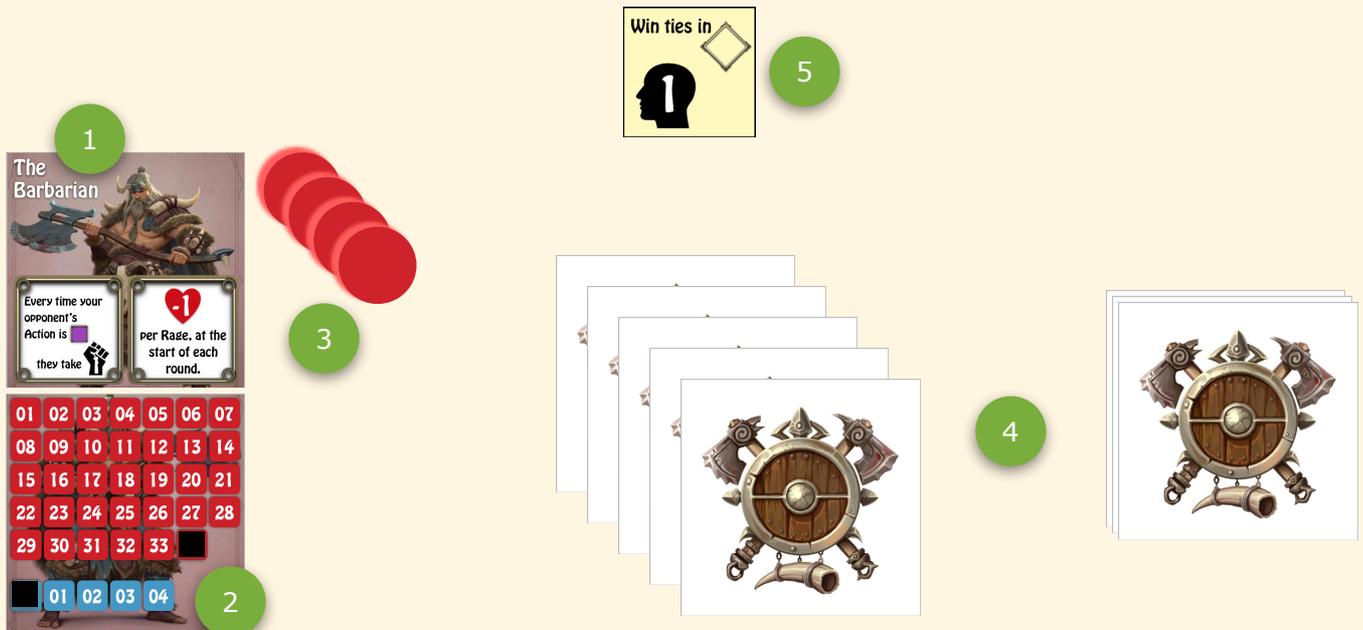


Overview

The game lasts a number of rounds, until a player's Life reaches the "0" spot. During each round you will place four Equipments in a square and use only the outer Action from each Equipment. Try to damage your opponent, survive their attacks, combo your Actions and win!

Setup

1. Choose a Warrior.
2. Using the black cubes, set your Life at maximum and your Protection at "0", on the corresponding tracks of your Vitals card.
3. Set the other tokens according to your Warrior's Instructions.
4. Shuffle your Equipments into a face down pile and draw 5 cards.
5. Place one Dexterity token in the center of the table.



Round order

Both players simultaneously place four Equipments in front of them and face down, creating a square (a grid 2x2). The first player to complete their square will grab the Dexterity token, and the other player will have 20 seconds to complete their own square. Set aside the fifth Equipment you didn't place on your square. Reveal your placed Equipments and follow any instructions on your Strength card. Start resolving the Equipments separately and in order (left to right, top to bottom), alternating between the players. Compare the Initiative of each Equipment with the corresponding one of your opponent to determine who goes first each time. Ties go to the player that has the Dexterity token. Remember: You will only use the outer Action from each Equipment, so you will have four Actions per round.

Types of Actions

 (Weapons) are attacking abilities. There are two major types of damage, Physical and Mental. They have the same function, but they can be differentiated through abilities. When taking damage, adjust your Life track accordingly.

 (Protection) are defensive abilities. When gaining Protection adjust your Protection track accordingly. When you take damage in the future, you will firstly reduce your Protection, and if it reaches 0 you will then reduce your Life. Don't underestimate them, as they will allow you to live longer, in order to deliver you attacks!

 (Magic) are special abilities, and each Warrior uses Magic in their own way. They allow you to change the rules of the game and tip the balance of the fight to your favour.

 (Skills) are passive abilities. These Actions are active **throughout the round**, influencing all other Actions. They don't require activation but they still need to be on an outer corner.

After all four Equipments have been resolved, discard them, draw four more Equipments and also take the Equipment you set aside in the previous round. If your draw pile is ever depleted, immediately shuffle your discard pile to create a new deck. Start a new round, following the same rules.

Please remember: the player with the Dexterity token will do 1 extra Mental damage during the round. Simply add that damage to any one of your Actions and flip the token to remember that you have used it.

Example

These are the four Equipments of the two players, for the current round.

1. Start with the top left Equipment. Joan has higher Initiative so she will use her Action first. Then Mark will use his top left Action.
2. Proceed to the next Equipment, where Mark will use his Action first.
3. For the 3rd Action, the players' Initiative is tied, so the player with the Dexterity token (Mark) will use his Action first.
4. Remember that Skills (green) are passive abilities and active throughout the round as they don't require activation.



1

2

3

4

Joan

Mark

Win ties in

Game End

As soon as a player's Life reaches "0", they are immediately defeated.

Congratulations, you are the new champion of Pub Brawl! Enjoy your free food and alcohol, before your next fight!

Variants

3 - 6 player free-for-all mode

All rules remain the same, but you can target only a single opponent with each Action. Resolve the Equipments as normal, by comparing the Initiative of all the players. Break ties or timing issues going clockwise from the player with the dexterity token.

4/6 player team-against-team mode

All above rules remain the same. You can damage only a single player of the opposite team with each Action, and you can give Life or Protection to your team member(s) through your Actions.

Non-speed variant

If you prefer a more relaxed game, instead of getting the Dexterity token through speed, alternate it between the players each round.

Extra life variant

If you feel that a Warrior is more powerful than others or if there is a major skill difference between players, you can give extra Life to your Warrior! Take the extra Life tile of your Warrior and begin the game in the "7" spot, instead of the maximum spot of your Life track. As soon as the black cube leaves this tile, continue to your normal Life track and remove the extra Life tile from the game.

With these rules you can also have 2 vs 1 fights, where the lone player receives three extra Life tokens.

Glossary



: do 2 Physical damage to your opponent



: Gain 3 Protection



: do 1 Mental damage to your opponent



: Gain 1 Life



: the Initiative of the Equipment

Resistant : Half the damage you are taking (round up). Doesn't stack.

Vulnerable : Double the damage you are taking. Doesn't stack.