

## FORCE BATTLES

There are 6 TARGETS on the body. Head, Left Arm, Right Arm, Torso, Left Leg and Right Leg. Between each TARGET is a FORCE SPHERE. There are 4 Levels of Competency in Force Battles: LEARNER, INITIATE, INITIATE TEMPLAR and DIAMEDES. At each competency level you gain power and abilities you did not have before. For beginners, you get 21 FORCE POWER to put into FORCE SPHERES and 10 FORCE POWER to put into ATT and DEF or FORCE GEAS to build at *LEARNER*. Then, if your Master allows it, you can graduate to *INITIATE* and use 35 FORCE POWER, but still cannot use more than 21 FORCE POWER in your FORCE SPHERES at the beginning of the game. From then, the Council will determine if you are eligible for 40 FORCE POWER, whereas you would become an *INITIATE TEMPLAR* and be able to use as much FORCE POWER as you wish in your FORCE SPHERES, as long as you don't go above 4 FORCE POWER per FORCE SPHERE. Finally, Masters of the Force use 50 FORCE POWER. *DIAMEDES*, or "*Masters of the Force*", gain ONE FORCE GEAS that requires *NO FORCE POWER* to use, any time they wish to use it within legal boundaries.

For beginners, every FORCE SPHERE has 3 FORCE POWER points at the beginning of the game. If you want to distribute the FORCE POWER in a different combination, distribute FORCE POWER any way among the FORCE SPHERES as long as you don't go above 4 FORCE POWER per FORCE SPHERE and 10 FORCE POWER for Attack and Defense. This is called a Stance: a Stance is just a way of distributing your FORCE POWER. You must use at least 21 FORCE POWER for all FORCE SPHERES for every Level of Competency, regardless what your competency is at the beginning of the game.

FORCE POWER is green, orange, blue, red, purple or yellow counters. They are placed in FORCE SPHERES, Attack and Defense slots and FORCE GEAS slots on the Character Board. Each Player then chooses whether they are left-handed or right-handed. Put the Dark side or White side Hand Counter (a black or white counter) in the Hand Slot. If you are a Dark Side player, you may only use red counters for FORCE POWER, otherwise, you can choose any color you want. For Light Side players, you may not choose red counters to play with, period.

Once you have chosen that, you may choose from a FORCE GEAS. Take the color counter of your choice and distribute the remaining counters among Attack, Defense and FORCE GEAS slots. You may choose as many counters for each FORCE GEAS as you want. For example, if you wanted to have 3 counters in Push, you can do that, but you won't have as much in Attack or Defense or FORCE GEAS. The rules will be provided in the FORCE GEAS section.

Any remaining FORCE POWER counters not used are placed in the FORCE POOL.

FORCE POWER that has been used cannot be taken back unless a FORCE GEAS pulls it back into place, or if a Player Defends while the other person fails her ATT roll, or if a player successfully Kicks her Opponent. A Dark Side Player may take the Opponent's counter(s) from the Opponent's FORCE POOL and use them for FORCE POWER gained from a successful Defense and botched Attack or a Kick. A Light Side Player should not take red counters; BUT they *CAN* take red counters, and if they do, they turn to the Dark Side and must now follow all the rules gained and restricted from becoming a Dark Side Player, including losing all Light Side GEAS. If either Player loses all of their FORCE POWER from the FORCE POOL, it's gone. A Dark Side Player against a Dark Side Player makes no difference; they may give and take freely.

While the Dark Side may influence your power, the Light Side gives you grievance. If a Light Side Player wants to turn a Dark Side Player to the Light side of the Force, she may give one of her FORCE POWER, from anywhere except the FORCE POOL, to the Dark Side Player, per round, in the center sphere of the Dark Side Player's FORCE SPHERE, if there is enough space to do so. This is considered a successful Defense roll. Once the Dark Side Player's entire center FORCE SPHERE has become the color of the Light Side Player's Force (i.e. there are 4 counters in the center sphere), the Dark Side Player turns to the Light Side of the Force and wins the game. But, the Dark Side Player is now on the Light Side of the Force and may not use any Dark Side powers what-so-ever. The Dark Side Player still has the option,

while the counters are being placed, of using that FORCE POWER in the center sphere for her own ends while the Light Side Player is trying to persuade the Dark Side Player to turn to the Light Side of the Force.

D6 is a Six-Sided Die. 2D6 is 2 Six-Sided Dice. DMG is Damage.

Round is between Initiative(s).

DEF is Defense or Block Die~. This is the Defense of the character that you have chosen to play with. At the beginning of the game, put up to 10 counters in DEF. Remember, you only have 10 counters to work with, so choose well.

ATT is Attack or Hit Die~. This is the Attack of the character that you have chosen to play with. At the beginning of the game, put up to 10 counters in ATT. Remember, you only have 10 counters to work with, so choose well. A Player that wins Initiative after a double-botch or it is the first round of the game can choose *where* to ATTACK.

- Roll to see who wins Initiative:
  - Each player rolls a D6 and the highest player wins Initiative.
  - Ties are treated as an on off.
    - If there is a tie the last person to DEFEND will ATTACK, and the last person to ATTACK will DEFEND.
    - If there is a tie at the beginning, the person with the highest ATT goes first.
    - If not, re-roll.
- The Player that wins Initiative chooses *whether or not* they are going to ATTACK.
- The Attacker rolls a D6 to see where she Attacks her opponent:
  - 1 = HEAD; 2 = LEFT ARM; 3 = RIGHT ARM; 4 = TORSO; 5 = LEFT LEG; 6 = RIGHT LEG, if you are on the Light Side and right handed, or on the Dark Side and left handed. Note this order on the Character Board by writing these numbers at the bottom of the Character Board.
  - 1 = HEAD; 2 = RIGHT ARM; 3 = LEFT ARM; 4 = TORSO; 5 = RIGHT LEG; 6 = LEFT LEG, if you are on the Dark side and right handed, or on the Light Side and left handed. Note this order on the Character Board by writing these numbers at the bottom of the Character Board.
  - If they want to pull in FORCE POWER to change the position of the TARGET, they can change it at 1 FORCE POWER for one movement from the conjoining FORCE SPHERE (place the counter in the FORCE POOL.)
- The Defender pulls in FORCE POWER from the FORCE SPHERE into defending the TARGET if the Defender wants.
  - Pull FORCE POWER from the FORCE SPHERE(S) adjacent to the TARGET and put the points into the TARGET (i.e. place counter(s) into the TARGET from the adjacent FORCE SPHERES). Add this number to the DEF (do not put DEF counters into TARGET) of the Player. The result is the **Block Die. Remember this number or use the TARGET and ATT as reference.**
  - If the Attacker botches or if you Block successfully (see below), put the number of counters in the TARGET back into FORCE SPHERES adjacent to the TARGET in any way you want as long as the FORCE SPHERE does not exceed 4 FORCE POWER.
- The Attacker pulls in FORCE POWER from the FORCE SPHERE adjacent to the TARGET hand she chose at the beginning of the game, if the Attacker wants.
  - Pull FORCE POWER from the FORCE SPHERE(S) adjacent to the HAND TARGET she chose at the beginning of the game (i.e. place counter(s) into the HAND TARGET from the adjacent FORCE SPHERES). Add this number to the ATT of the Player (do not put ATT counters into chosen HAND TARGET.) The result is the **Hit Die. Remember this number or use the HAND TARGET and ATT as reference.**
  - If the Defender botches, and the Attacker hits, the Attacker can alternatively KICK (before rolling DMG), pulling in FORCE POWER from either bottom two FORCE SPHERES and the HAND TARGET used for attacking into the LEG TARGET on the side of the body her designated hand is on. If you successfully kick (i.e. successfully Attack):
    - You gain Initiative for the next round
    - You can choose any stance you want

- You get 1 FORCE POWER of *your color* (unless you want to turn to the Dark Side) from a Dark Side Force Player if you are on the Light Side if there is any light side FORCE POWER on the Dark Side Players side, even in the FORCE POOL (or)
- You get 1 FORCE POWER of your opponent's color from a Light Side Force Player if you are on the Dark Side.
- You do not need to take FORCE POWER from your Opponent if you don't want to.

## ROLL FOR ATTACK AND DEFENSE

- Both Players roll 2D6.
  - If either Player rolls equal to or below her projected Die (Hit or Block), she successfully either Attacks or Defends.
  - If the TARGET Hit Die or Block Die is 11 or greater, that Hit or Block automatically misses, in most circumstances.
  - If the Attacker botches her ATTACK and the Defender successfully Blocks, the Defender gains back D6 FORCE POWER that can be placed in the FORCE POOL or FORCE SPHERE, but not ATT or DEF or FORCE GEAS. This FORCE POWER cannot go above 4 points per FORCE SPHERE but can be distributed in any way across the board.
  - If the Attacker hits and the Defender blocks, nothing happens and a new round starts.
  - If both botch, a new Stance can be chosen and the Attacker does not lose FORCE POWER this way (distribute your FORCE POWER any way across the board.)
  - If the Attacker hits and the Defender fail to DEFEND, then that TARGET is damaged and takes D6 DMG unless the Attacker decides to kick, in which case, follow the rules above. If there is more DMG than FORCE POWER, that Body Part is maimed and the BATTLE is over~~~~~
- If a TARGET DMG reaches 0 on a single hit (see above) or if all the FORCE SPHERES adjacent to a TARGET reach 0, or if both Leg TARGETS reach 0, the game ends.

## FORCE GEAS

**FORCE GEAS** Abilities can be used before rolling Initiative or before rolling for ATT or DEF, but once both Hit Die and Block Die rolls have been made, the round is over as outcomes are determined, normally. Also, more than one FORCE GEAS may be used in one round, as long as you have not rolled for Attack or Defense you can keep throwing your powers at each other with no regard for how much energy you really will be using. Once your FORCE GEAS counter has been placed in your FORCE POOL its fair game; so drop, do or die.

**Hide** – No GEAS can be used on the Player while hiding. Before rolling Initiative, Hide and force the Opponent to use only her wits. Hide uses 1 FORCE POWER in the FORCE GEAS Hide.

**Jump** – Attacker misses automatically. Jump requires 1 FORCE POWER. The Defender must still roll for DEF, so the outcome may vary. But once she Jumps, she may either use another GEAS or roll for DEF. If she rolls successfully and has jumped, she may NOT gain any FORCE POWER from the hit and miss structure. But if she misses, the standard rules apply.

**Mind Trick** – You, as the Defender, can make the Attack Hit whatever TARGET you like. Sight cancels Mind Trick. Mind Trick requires 1 FORCE POWER. This GEAS can only be used before DEF rolls have been made.

**Sight** - It takes no FORCE POWER to change Attack positions; the Player may choose where their Attacks are going to land every time. Mind Trick cancels Sight. Sight costs 1 FORCE POWER. This GEAS can only be used before ATT rolls have been made.

**Push** – Causes both parties to miss. This is played before you roll to Attack or Defend, regardless what the Opponent rolled. Push uses 1 FORCE POWER. Push ends the round.

**Pull** – Causes both parties to Hit and Block, respectively. Pull can only be played if you're attacking. Pull uses 1 FORCE POWER. Pull ends the round.

**Speed** – Wins Initiative for 1 FORCE POWER. *Initiative* is not a GEAS therefore; Speed can still be used if someone is hiding. Use Speed before rolling Initiative, duh.

**Lightning** – 1 Lightning Counter from the FORCE GEAS Lightning takes 1 FORCE POWER from 1 FORCE SPHERE from the Opponent's FORCE SPHERE per Force Counter, and can skip over to other FORCE SPHERES once one FORCE SPHERE has been depleted. You may also choose to hit more than one FORCE SPHERE at once, depending on how much FORCE POWER you use for Lightning. **You can only be Dark Side to use this ability.**

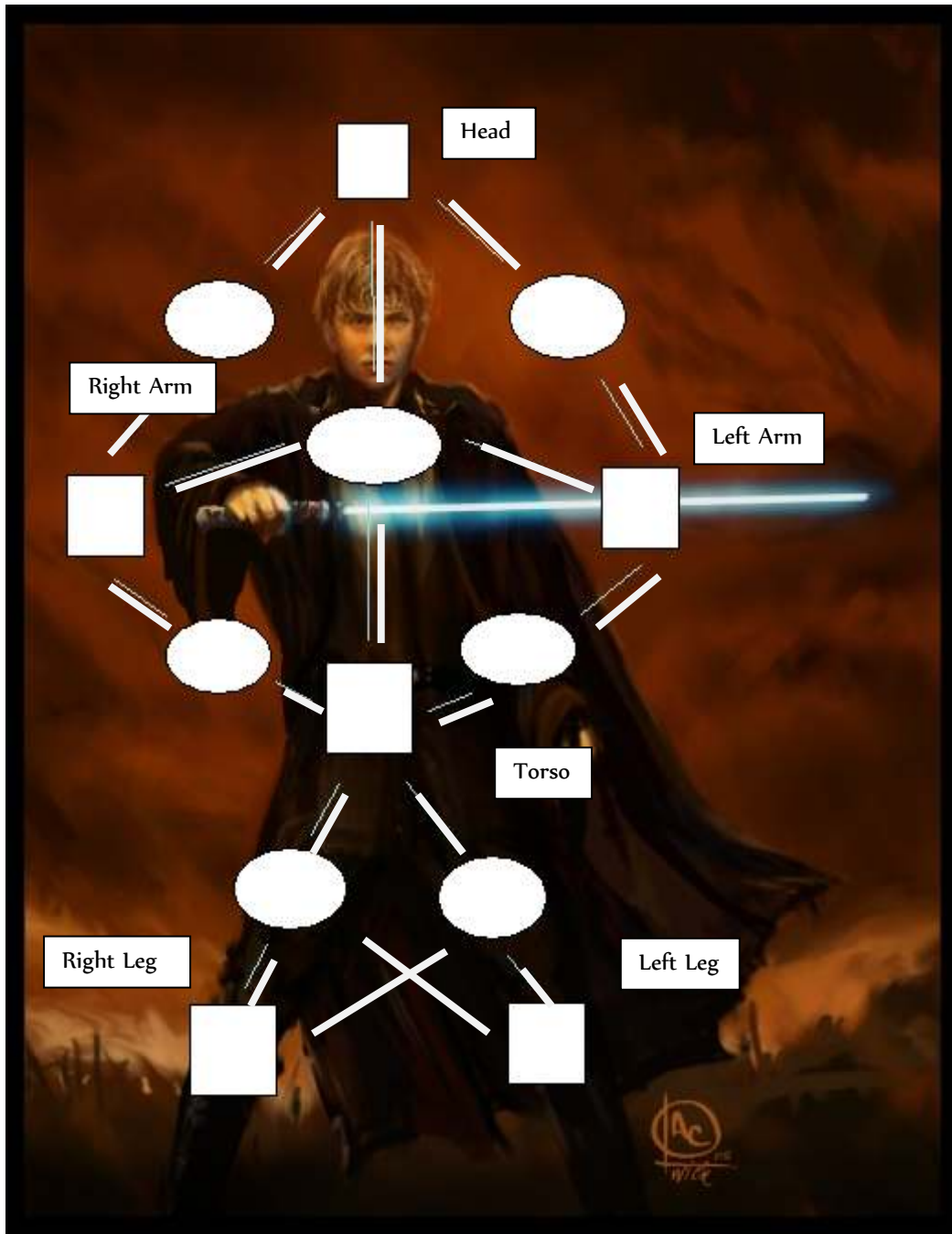
**Lightning Absorb** – 1 Lightning Absorb counter alleviates 1 FORCE POWER taken from 1 Lightning per whatever FORCE SPHERE is being depleted. You may also direct where Lightning is going to hit at the cost of 1 FORCE POWER per FORCE SPHERE re-directed. **You can only be Light Side to use this ability.**

**Heal** – ALL FORCE SPHERES now have 3 FORCE POWER. Can only be used when an Attack misses and you successfully Block. You do not gain FORCE POWER for successfully blocking a botched attack, meaning; you do not roll a D6 to see how much FORCE POWER you get back. You only get what Heal gives you: 21 points spread evenly across the board. You do not have to use Heal. If you do not have enough FORCE POWER in the Force Pool, you must do with what you have. You cannot counter a Heal. Heal costs 1 FORCE POWER from the GEAS Heal. **You cannot use the FORCE POWER Heal GEAS to heal with (i.e. you cannot put a Heal GEAS into a FORCE SPHERE.) You can only be Light Side to use this ability.**

**Choke** – Drains D6 FORCE POWER from the center FORCE SPHERE and the TARGET (head). You must roll to Attack to perform this action, but you must declare that you are choking someone before you roll for the Hit Die, and if successful, and the Defender successfully rolls to defend, she may choose another stance for the next round; otherwise a missed defense roll does nothing, ending the round once the choke is over, unless her opponent collapses over dead. Choke does DMG to the Opponent's Center FORCE SPHERE first, then the TARGET head if there is any DMG left over. Choke requires 1 FORCE POWER. Only 1 FORCE POWER may be used in one round. **You can only be Dark Side to use this ability.**

**Protect** – Gain 1 DEF per FORCE POWER in Protect. The Defender cannot automatically miss a Block if the Block Die is 11 or greater. You must use FORCE POWER in Protect to use Protect. Put the number of counters needed for Defense this round in the TARGET, but after rolling for DEF, 1 counter goes to your FORCE POOL at the end of the round while the remaining counters go anywhere across the board on your side in your FORCE SPHERES, still counting 4 per FORCE SPHERE. **You can only be Light Side to use this ability.**

**Rage** – Gain 1 ATT per FORCE POWER in Rage. The Attacker cannot automatically miss a Hit if the Hit Die is 11 or greater. You must use FORCE POWER in Rage to use Rage. Put the number of counters needed for Attack this round in the HAND TARGET, but after rolling for ATT, 2 counters goes to your FORCE POOL at the end of the round, regardless how much FORCE POWER was used from the GEAS slot, while the remaining counters go anywhere across the board on your side in your FORCE SPHERES, still counting 4 per FORCE SPHERE. **You can only be Dark Side to use this ability.**



*ATT*

*DEF*

*Push*

*Pull*

*Jump*

*Sight*

*Speed*

*Hide*

*Mind Trick*

*Heal*

*Protect*

*Lightning Abs*

*Lightning*

*Rage*

*Choke*


*Right Arm*

*Left Arm*

*FORCE POOL*

HEAD:

LEFT:

RIGHT:

TORSO:

LEFT LEG:

RIGHT LEG: