

A PolyHero Dice Game by Dann May



KNIGHT FIGHT



Game Development by Greg May

Grab Your Dice!

To play, you will need 2 PolyHero Dice Warrior Sets, or 2 sets of standard RPG polyhedral dice. For the purpose of these rules, we will be using the PolyHero Dice names to identify the dice.

“Weapons”

1 x 4-sided *Dagger*

1 x 6-sided *Sword*

1 x 8-sided *Mace*

“Helmet”

1 x 12-sided *Helmet*

“Shield”

1 x 20-sided *Shield*

“Gauntlets”

2 x 10-sided *Gauntlets* (0-9)

Both players take a full set of dice into their non-rolling hand (from now on, “off-hand” is used), a Knight card of their choice (or one selected randomly) and a Squire card (printed on the back of the remaining Knights).

Place your Knight and Squire cards face-up on the table in front of you. Roll your Helmet, and with the resulting number showing, place it along the edge of your Knight card beside the three hearts.

Scoring Hits and Winning

Your **Helmet die** always remains on the table. The number on your **Helmet** is your base **Defense**. Your **Defense** is the number your opponent will need to equal or beat with an **Attack** to score a hit on you. During the game your **Defense** will increase if you make a **Defense Move**.

Score three hits on your opponent to win the game!

The Three Steps of Combat

The game is played over a series of rounds, in which there are three short steps:

1. Players simultaneously **Move** by secretly selecting a die or dice (or nothing) to roll from their off-hand and rolling them onto the table.
2. Players then **Clash**, comparing the results on their dice and resolving their **Moves**.
3. Players then **Regather** themselves for another round by picking up one die, and rerolling their **Helmet die** if they wish.

1. Move (Choose and Roll)

Defend

1 Shield OR
1 Weapon



Add result to your
Defense.

Attack

1 Gauntlet &
1 Weapon



If the total is equal to or
greater than your opponents'
Defense you score a hit.

Jostle

1 Gauntlet



If the result is lower than
your opponent's Defense
you may roll their Helmet;
or if they made a Defend
Move, you may place their
Defense die on their Squire.

Rally

Empty hand



Return all the dice on
your Squire card to
your off-hand.

2. Clash (Compare Rolls)

Moves can usually be resolved quickly and simultaneously, but if there is a conflict, resolve them in the order of: Defend, Jostle, Rally, and Attack. If both players chose an Attack Move then the Attack with the lower result on the Weapon die resolves first. *If there is ever a tied die result that requires a resolution, reroll the specific dice in question.*

Defend: *You use a weapon or your shield in an attempt to block or parry your foe.* The result of a Defend Move adds to your Defense (the number on your Helmet die) for this round.

Jostle: *You attempt to unbalance or disarm your foe.* If the number on your Gauntlet is lower than your opponent's Defense, you may either roll their Helmet, or you may place their Defense die on their Squire (if they made a Defend Move).

Rally: *You attempt to break from combat for a brief moment to build up your strength, and take back the items held by your squire.* Take all the dice from your Squire card back into your off-hand.

2. Clash (continued)

Attack: *You strike out with a weapon, attempting to wound your foe.* If the result of an Attack Move is equal to or greater than your opponent's Defense, you score a hit and they must move their Helmet die down a heart position on their Knight card.

Speed: If both players choose an Attack Move, the player with the lowest result on their Weapon die resolves first - their attack is faster. **ONLY ONE HIT CAN BE SCORED EACH ROUND**, so if the faster player hits, the other player's Attack does not resolve.

3. Regather

You may pick up a die you rolled this round (from the table, not from your Squire) and put it in your off-hand. Remember, your Helmet always stays on the table. Place any other dice you rolled this round on your Squire card.

You may roll your Helmet die once (you must keep the result). If your Helmet has already been rolled by your opponents' Jostle Move this round, then you cannot roll your Helmet this round.

Some Knight powers and Magic Items allow you to break the normal rules of the game, such as rolling extra dice during an Attack. Specific card text always overrules any of the general rules.

Knight Powers

To use a Knight's power, follow the text on the card. The icon in the bottom left of the card is a simple iconic reminder of the power.

Magic Items

Magic Items are an optional extra you can include in your games of Knight Fight.

Deal face-up a number of random Magic Items equal to the number of players. When a player chooses a Rally Move, instead of picking up the dice from their Squire they may take an available Magic Item. If two players Rally and want a Magic item, they may roll any number of dice from their off-hand. The player with the highest total gets first choice.

Using Magic Items

A player can only have one Magic Item per game. A player cannot take a Magic Item with a reminder icon that matches their Knight's reminder icon. Each item card has text that describes its use.

3-4 Player Battle Arena

Battle Arena uses the same rules with these changes:

Each player takes an Arrow card. At the start of the game, point this card at the player to your left. You can only Attack the player your arrow card is pointing to. You may redirect your Arrow during the Regather Step (before Helmets are rolled).

After you make a Jostle Move, you may target as many eligible opponents as you like with it. If more than one player chooses a Jostle Move, the player who rolled the lower number on their Gauntlet resolves their Move first.

Each player cannot receive more than one hit per round (unless a Knight power or Magic Item allows more). The first player to score a hit each round takes the "Favor of the Crowd" card. Players are eliminated when they have taken 3 hits, and the last surviving player wins.

Move Summary

Defend

1 Shield OR
1 Weapon



Add result to your
Defense.

Attack

1 Gauntlet &
1 Weapon



If the total is equal to or
greater than your opponents'
Defense you score a hit.

Jostle

1 Gauntlet



If the result is lower than
your opponent's Defense
you may roll their Helmet;
or if they made a Defend
Move, you may place their
Defense die on their Squire.

Rally

Empty hand



Return all the dice on
your Squire card to
your off-hand.

KNIGHT FIGHT

Players

2*

Ages

7+

Duration

5
Minutes

*Includes rules and cards for a 3-4 player "battle arena" game.

A tactical dice game where two knights face off in a daring duel to the death. Designed for the **PolyHero Dice Warrior Set**, but playable with any set of polyhedral RPG dice.

8 Knights/Squires, 6 Magic Items, 5 Multi-player Battle cards, 5 Rules cards.

Requires

2 x PolyHero Dice Warrior Set or standard polyhedral dice sets.



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