

# FIST FIGHTS!

“Why don’t we take this outside?”

“Really block head? Let’s go!”

## CONFRONTATION

When directed by a Carousing Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Physical harm is non-lethal – time for a Fist Fight!

### OBJECTIVE

- To be successful you must escape unharmed if you are being confronted, but don’t run away!

### FORCES

- You are alone or with anyone else from your Squad that are also on Leave.
- NPCs will be generated normally as needed.

### TERRAIN

- The Confrontation can be played out on a terrain free table, or on a map of your choosing.

### DEPLOYMENT

- You start on the table.
- Place the opponents 6” away.

### SPECIAL INSTRUCTIONS

- Play continues until the player has accomplished his objective, been incapacitated, or runs away.
- Each figure rolls 1d6 and reads the result as rolled.
- Starting with the highest score and going down to the lowest score, ties being rolled off, move the figure into contact with an enemy figure, starting a Fist Fight.
- Each Fist Fight must be resolved before the next fight can begin.
- As each Fist Fight is resolved, move another figure and resolve a Fist Fight.
- Continue the process until only one side is left standing.

## FIST FIGHT

When figures come into contact, it’s time for a Fist Fight. Here’s how we do it:

- Consult the Fist Fight Table.
- Each figure rolls 2d6 versus its Rep.
- Determine how many d6 each figure passed.
- Go down the left-hand column to the appropriate row.
- Immediately carry out the results. This could result in the loser going Out of the Fight or losing 1 point of Rep. It is possible that both figures could lose 1 point of Rep.
- Unless a figure suffers a result Out of the Fight, it will continue to fight.
- Any Rep lost during a Fist Fight stays until all fights are resolved and only one side is left standing. After that, all Rep returns to normal.

<b>2</b>	<b>FIST FIGHT</b> <i>(Taken versus Rep)</i>
----------	--

Pass 2d6 more	Opponent Out of the Fight.
Pass 1d6 more	Winner rolls 1d6 versus the Rep of the loser. <ul style="list-style-type: none"><li>• Score higher than the loser’s Rep = Out of the Fight.</li><li>• Score equal or less than the loser’s Rep = Fight another round with loser counting a -1 to Rep.</li></ul>
Pass same	Fight another round with both counting a -1 to Rep.

*Example – Arizona Bob (Rep 5) is having a Confrontation with two Civilians. All three roll 1d6 and the two Civilians score higher than Bob so will act first.*

*The first Civilian moves into contact with Bob and the Fist Fight starts. They pass the same number of d6 the first round so both drop 1 point in Rep. In the second round Bob passes 2d6 more and knocks his opponent Out of the Fight. Bob keeps his reduction to his Rep of 1 point.*

*The next Civilian comes into contact. Bob loses another point of Rep (down to 3), but wins the fight again. The Confrontation is over so Bob’s Rep returns to 5.*