

Freeform Games Combat Rules



In some of our games, it's possible for characters to fight each other – in fact, they probably will, once they've realized they're enemies. If that happens, you will need these Freeform Games combat rules.

We include the rules in the host's instructions for the games that need them, but you can use this file to share the rules with your players.

Fighting

We handle fighting in our murder mystery games with some very simple rules:

- In general, when one player wants to attack another, they must (1) have a weapon item card (one which has "Weapon" written on it) or an ability, (2) must be within touching distance (or within the range listed on a gun), and (2) must succeed at rock-paper-scissors against the intended victim.
- If the attacker wins rock-paper-scissors, the victim falls unconscious. (See Unconscious people, below.)
- If it's a tie or they lose rock-paper-scissors, then the attack missed and the defender gets to take an action:
 - They can attack back (if they have a weapon or an appropriate ability).
 - They can flee and can't be attacked again by this person for 10 minutes.
 - Or they can do something else.

There are a few things that can affect combat:

Who goes first – in general, the person who declared that they were going to attack first gets to attack first. In the rare case where characters all want to attack each other simultaneously, then the Host will decide (using a coin toss, for example) who attacks first.

Multiple combat – if there are several people wanting to attack each other at the same time, or to defend each other, or anything more complicated, the Host will decide who goes first. Each successive attack is carried out just as the above example.

Methods of healing – healing requires either an item such as a first aid kit, or an appropriate ability. Healing is normally only important towards the end of the game, in the last period (which normally last an hour or so – the Host will indicate when this period starts). Before

Item – Derringer Pocket Pistol	
	A tiny derringer pocket pistol.
	Two uses: O O
	Weapon (Range: 10' / 3m)

that, anyone rendered unconscious will recover. After that, however, anyone rendered unconscious is in danger of dying – see below.

Ammunition – guns need ammunition and expending ammunition is represented by checking the circles on the item card for the gun. Each time a gun is used in an attack (i.e., each time someone is shot at), one of the circles should be checked off. (The circles must be checked off whether the shot hits or not – as the ammunition is spent even on a miss.)

When the circles are checked off, the gun has no more ammunition and can no longer be used as a weapon. (Note – the circles represent the number of times they can be used in combat – they do not necessarily represent the bullets a gun actually holds.)

Unconscious people

When someone has been knocked unconscious they should sit still. What follows then is:

- If someone else heals them (as discussed above) within ten minutes, they immediately make a full recovery.
- If no-one heals them in ten minutes, and the injury occurred before the last period, then after the ten minutes have passed, the injured character recovers fully and can rejoin the game.
- If no-one heals them in ten minutes, and the injury occurred within the last period, then the injury was fatal and after the ten minutes have passed they die. (See **Death**, below.)



Players aren't allowed to attack an unconscious character (so they can't finish them off while they're helpless). There must always be ten minutes between unconsciousness and death to allow for the injured character to be healed. (This isn't strictly realistic, but it's very hard on the victim if they can just be polished off at will while unconscious.)

Players should see the Host if they want to search an unconscious person's belongings; they may take items or money. The victim's abilities, *Secret* or *Clue* cannot be revealed or taken!

Death

If an unconscious character is not healed, then they are dead.

To ensure that everyone has a good time, nobody can be killed until the last period of the game (which normally lasts for an hour).

With your last dying breath!

You may attempt one last, heroic, valiant action before your body falls lifelessly to the floor. But you must do it quickly! Return this card to the Host after use.

Once the victim is dead (they haven't been healed) then the Host will give them the *With Your Last Dying Breath* card that lets the victim take one final, heroic action before slumping to the floor.

Dead characters can't reveal their *Secret*, *Clue* or abilities. The only things that may be taken from dead bodies are item cards and money.

Incidentally, it's not necessary for a character to be killed for our games to be a success. The real success is in how much everyone enjoys themselves!

Abilities

Each character in our murder mystery games receives special abilities. Here are some typical abilities that we use that affect combat:

Ability

Brawling

You may attack another player without needing a weapon to do so.

Ability

Trained to fight

When you attack another player, you will injure them if you tie or win the rock-paper-scissors challenge, instead of just if you win (as is normal). minutes (5 minutes if before the last period), they must be released.

Ability

It's only a flesh wound

Use this after another player has defeated you in combat. The wound has no effect: you are not injured and may now take an action.

Ability

Quick reflexes

You have very quick reflexes that let you dodge all kinds of physical attacks. An attacker must defeat you twice in a row in a rock-paper-scissors challenge if they are to injure you.

Ability

Unarmed combat

You may attack another player without needing a weapon to do so. If you are successful you may choose to render your opponent unconscious for 10 minutes, instead of fatally injuring them.

These abilities can usually be used two or three times only.

