



## Grim Trojan's™ Games for Polyhedral Dice

**Boxing** – This is a game for two players. Start play by having both players roll Percentile Dice (two ten sided dice... represented as D%). You read the die marked 10, 20, 30... 00 (00 = 100) first and then the die marked 1, 2, 3... 0 (0 = 10) second (example: a roll of 40 and 7 would be 47, a roll of 00 and 3 = 3 and a roll of 00 and 0 = 100). Whichever player rolls higher gets to go first (re-roll ties). Each player starts with 20 body points and a 60% chance of hitting the other fighter (you must roll a 60 or less on a D% to hit the fighter). Each turn starts with a roll of the Percentile Dice (D%). The first three times a player gets hit they lose 10% off their ability to hit the other fighter (the first hit knocks the fighter down to 50%, the second to 40% and the third to 30%). The percent chance to hit the other player stops dropping at 30%. Each hit also hurts the other fighter's body. Roll 1D6 (one six-sided die) and subtract that amount from the enemy's body points. On a roll of 6 the player gets to roll the D% again and if they roll their percent chance of hitting or less they get to roll the six sided die again and subtract that additional amount from the enemy's body points. Each time there's a 6 on the die the player gets to re-roll. It is possible (though unlikely) to have a knockout on the first punch thrown. If both players get hit enough to be at a 30% chance to strike the other player, the round is over. Both players return to their corners, refresh and return with a 60% chance to start the next round, but their body points remain at whatever level they were before the end of the round. When one player reaches zero (0) body points the other player wins.

**Wrestling** – This is a game for two or more players. **Standard Play (requires even number of players)** – Start play by having all players roll Percentile Dice (two ten sided dice... represented as D%). You read the die marked 10, 20, 30... 00 (00 = 100) first and then the die marked 1, 2, 3... 0 second (example: a roll of 30 and 8 would be 38, a roll of 00 and 7 = 7 and a roll of 00 and 0 = 100). If more than 2 players, split the players into two groups – those with the highest rolls vs. those with the lowest rolls (remember, these groups must be even in number). The group of highest rolls attacks first. **Alternative** – Pick your teams. You can choose which players are on each team and use the percentile dice to choose which player in each team goes first and which of the first two fighters attacks first (re-roll ties). **Game Play** – Each wrestler starts with 20 body points and a 50% chance of a successful attack against the other wrestler (you must roll a 50 or less on a D% to succeed. Referred to as a *success roll*). The attacker, if successful, chooses the form of attack. **Sleeper Hold** – the attacker gets a hold on the opponent and applies pressure that over time will render the opponent unconscious. Roll 1d4 (one four-sided die) and the wrestler being attacked (the victim of the hold) loses the number of points rolled. The victim then rolls to try to break free. If the victim does not roll his/her success roll, the attacker rolls another 1D4 and the number rolled is subtracted from the victim's body points. This continues until the victim breaks free with a successful roll. **Body Slam** – the attacker slams his body into the victim for 1D12 of damage. **Elbow or Knee** – the attacker uses his/her elbow or knee to strike the opponent. If successful, the victim receives 1D8 of damage. If an eight (8) is rolled, the attacker rolls D%. A successful roll adds another 1D8 damage to the victim's body points. Repeat this each time an 8 is rolled on the attack die. **Chop or Backhand Slap** – the attacker uses his/her hand to chop or backslap the opponent for 1D4 of damage to the victim's body points. If a 4 is rolled the victim is stunned and the attacker gets to roll D% for another attack of his/her choice. Any time a wrestler receives 6 to 9 points of damage (on any attack) the victim is partly stunned and their chance of a successful attack (only for the one attack) is lowered to 40%. Any time a wrestler receives 10 or more points of damage (on any attack) the victim is stunned and loses their next turn. **Tag Team** – if there are more than 2 players in the game, a player can use his/her attack to tag a fellow team member and trade places. The player attempting to tag another player rolls D%. If the roll is successful (below their current success roll number) the players trade places. Because an attack is used to trade places, the team member who traded into the ring does not get an attack until the opponent gets his/hers. Any player who is tagged back into the game enters with the same number of body points as when they left the ring. When one player reaches zero (0) body points the other player (and their team) wins. **Cutthroat Play (can be played by three or more players)** – no teams are formed for this form of the game. Game play is the same as the rules above but with no teams. Any player in the ring can attempt to tag and switch out with any player not in the ring. A successful D% roll switches the two players out. The winner is the player with a wrestler in the ring when his/her opponent reaches zero (0) body points.