

# MAXIMUM IMPACT

**“The Game Of Mortal Streetfighting”**



**Freakshow Games**

## **Brought To You By:**

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## **1. Introduction**

*Maximum Impact* is a simple, easy to learn game of hand to hand combat as seen in the famous video games currently on the market. Each player takes control of one (or more) fighters and battles it out to see who is supreme. The game is simple enough to learn and be able to play within minutes, but has enough substance to keep you entertained indefinitely. You are able to run campaigns, use your surroundings as weapons (something that most of the video games can't even offer you), or even go for the Grand Championship. All you need is some paper, pens, a couple of standard six-sided dice (included) and your imagination. Just remember kiddies, it is strongly encouraged not to re-enact your favorite fights. Leave the fighting to the characters!!

## **2. How To Play**

### **Set Up**

The first thing you must do is choose your fighters. Each player picks a fighter of their choice, or they may create their own. Once the fighters are chosen, take a sheet of scratch paper and record their starting Health Points on it (generally this will be 100). Make sure that every player has at least two six-sided dice and you are all set to play.

### **Turn Sequence**

Each fight is set up for six phases in a round and four rounds in a fight. Note that championship fights and grudge matches may result in the four rounds rule being waived until there is a decisive winner. Each fighter gets one attack roll in each phase, or six total in a round. A fighter may end up with more than six total attacks if they manage to counter their opponent or their opponent has a non-attack.

### **Initiative**

At the start of each round, both players begin by rolling initiative. Roll 2D6 and add your Dexterity (D) to this total. The player with the higher total goes first. In case of ties, the fighter with the highest Dexterity goes first.

### **The Attack Roll**

Once initiative is determined, the player who won can now roll his attack roll. He takes his two dice and rolls them. Before rolling he needs to announce which die is the “tens” die and which die is the “ones” die (it is important that his dice are two different colors). Therefore, if his “tens” die was a 4 and his “ones” die was a 2, his roll would be a 42. The player then looks on his attack chart and reads the move that is listed next to 42. The list below explains what each result is and what happens next.

The descriptions mention a Damage Modifier. The Damage Modifier (or DM) is a number added to all offensive moves. The DM is determined by subtracting the defenders Soak from the attacker’s Damage Bonus (or DB). This can be a negative number, in which case the DM is subtracted from the total damage the attacker delivers. If it is a positive number, it is added to the total damage. Please note that the minimum attack is always 1.

### Basic Maneuver –x

The most common results on the attack chart are a character's basic maneuvers. These results occur 75 percent of the time. A basic maneuver does damage equal to the number listed on the move, plus his Damage Modifier. The opponent gets to try a defensive roll.

### SECONDARY MANEUVER

Any move that is listed in all capitals is one of the character's secondary signature moves. These potent attacks are equal to 15, plus his Damage Modifier. The opponent gets to try a defensive roll.

### (PRIMARY MANEUVER)

A character's Primary maneuver is also considered his finisher. Damage is determined by rolling 2D6 and multiplying them by each other. You then add 10 plus the Damage Modifier to the total for a result of 11-46 points of damage. In the advanced game you also make a roll on the Primary Damage Chart. Please note that there is NO defensive roll with this move.

### Power-Up

If Power-Up is rolled, you regain an amount of damage done to you equaling the result of 2D6 multiplied by each other for a total of 1-36 points. Please note that this amount can never go above your starting Health rating.

### NA

NA or non-attack is a missed or flubbed attack. Whenever this is rolled, your opponent gets to score a free attack roll on you. This attack roll can't be defended and does not count as his attack if he has not yet gone in this phase. Therefore, your opponent basically gets two shots on you instead of one this phase. Non-attacks that have an asterisk (\*) next to them are treated the same as a regular non-attack unless locations or other special advanced rules are in place.

## **The Defensive Roll**

Any basic or secondary maneuvers allow the opponent to make a defensive roll. A defender does this by rolling 2D6 and adding them together. This can result in one of the following results:

### Counter

You move out of the way of your opponent and manage to reverse it into a free attack roll. Opponent cannot defend against this attack.



### Power-Up

This is treated identically to the Power-Up on the attack chart with the exception that any damage the attacker does in the attack is subtracted from the total health the defender gains by using the Power-Up. Note that it is quite possible that the attack deals more damage than the Power-Up gains.

### Dodge

You manage to evade your opponent's attack. No damage is dealt to you from this attack.

### Block

A block stops an amount of damage equal to your Soak plus two. Anything over this amount goes through and deals damage. If a block stops more damage than the attack would deal, any excess is actually dealt to the attacker. This is considered a power block.

Any other result on the defensive roll is considered a blown defense. The defender takes their full damage.

### **Continuing Action**

Once the character with initiative is done with his attack roll and his opponent makes his defensive roll (if applicable), it is time for the player who lost the initiative to make their attack roll for that phase. This continues back and forth until one fighter is knocked out or until the round ends.

## **Recovery Phase**

Once a full six phases are gone in a match, the round is over. Before the next round begins both players roll 1D6 and add it to their Health. This is the Recovery that each fighter manages during the brief respite in between rounds.

Before the next round begins, it is time to roll for initiative again. The next round continues just like the previous round.

## **Victory**

There are two different ways to win a fight. Either by knocking your opponent out by dropping him down to 0 Health, or by having more Health left than your opponent after all four rounds has ended. If after four rounds, both fighters have the exact same Health, the match is considered a draw.

# **3. Character Creation**

This section of the rules is perhaps the most enjoyable. Everyone loves to try their hand at creating characters. The following guidelines are in place to create well-balanced fighters that will give anyone's creation a fair shake. A later section of the rules will cover how to create lesser skilled fighters called scrubs. After all, everyone needs a good tune up match every now and then.

The very first step of character creation is to come up with the character's name and concept. What type of fighter do you want to design? A man-killing robot? A sexy Japanese geisha girl? A secret agent with a flair for the dramatic? A hideous hulking beast from some dark corner of the universe? A transformed wolf? The choices are only limited by your imagination.

Make sure to include a tag line with your character. This line should describe your character's concept within just a few words. Again, be as creative as possible with your tag line as it adds incredible flavor and character to your creation.

Once you have your concept done, it is time to do your attributes. You get 25 points to divide amongst your Strength, Dexterity and Endurance. You must give out a minimum of 1 point and a maximum of 12 to each statistic. Official cards must have a minimum of 4 on each statistic. The higher the score the better the stat is for the fighter. Please note that in the campaign rules, a stable should not have more than one fighter with the same identical stats. This is to help enhance the variety of the fighters and make the game more fun. Using clone fighters each and every game makes things go stale in a hurry.

Once the character's primary attributes are finished, it is time to determine the character's Damage Bonus and Soak. His DB is derived from dividing the character's Strength by four and rounding down. His Soak is derived from dividing the character's Endurance by four and rounding down.

Next it is time to work on the character's attack chart. An attack chart has thirty-six different slots to fill. These slots are filled with a certain number of moves, non-attacks and other special abilities.

First you need to fill three slots up with non-attacks (NA). Fill up two more slots with special non-attacks (NA\*). Fill up one more slot with a Power-Up. These are all standard moves as seen on every fighter's card.



Next it is time to place your thirty moves on the card. Two of the moves will be special secondary maneuvers. These signature moves should be written in all capitals to signify their importance. Then put your primary maneuver down. This is your best move and should also be put in all capital letters as well as parenthesis so it really stands out. For the last 27 positions, you need to come up with a minimum of 6 and a maximum of 12 different moves. Remember on all of your moves to try to stay within the concept of the character. The moves he does in a fight go very far in defining the character of a fighter. Once you come up with these moves, place them on his fight card. A move should be used at least twice and can be used up to five times. The more often a move is used, the weaker the move should be, though this is entirely up to you. Now divide 140 points amongst all of these basic maneuvers. They must each be worth at least 1 point and not be worth more than 10 points. Please note that the primary and secondary moves do NOT get points listed next to them.

Next put the character's critical hits on his chart. You must designate one basic move for each of the three types of criticals: (x), (y) and (z). The moves you put the criticals on must equal to no more than 18 points (and putting them on moves that equal less than 18 points is not a good idea either if you want a good fighter).

Next it is time to do his defensive chart. There is not a whole lot of variety here. On slots 2 and 12 you need to put one counter and one power-up. On slots 3 and 11 you need to put one block and one dodge. On slots 4 and 10 you need to put one block and one dodge also. Slots 5-9 are always left empty. There is no defense on these results.

Finally all you need to do is give your fighter a letter code for Locations. This is completely arbitrary and can be any code from A through F. Alternately, if there is a location you want your fighter to excel at; you can place that location's letter code down.

If you follow these character guidelines, all fighters should be at a comparable level and make for a well-balanced fight. For more varied skill levels of fighters please consult the advanced rules.

To get the most out of your characters, there are a few guidelines to keep in mind. Try to avoid copy-righted and overly used character names and ideas. The more original the concept the more fun he will be to play. Once you come up with a concept, I can not suggest enough that you should try to stay within the concept. Don't give your sweet granny a golf club unless her concept was that of an "octogenarian golfer gone mad".

Now take your fighter and lead him to the Grand Championship!!



## 4. Advanced Rules

As these rules are all advanced in nature, and not part of the basic game, make sure that all parties are willing to use them. They are considered optional (but in most cases can make the game much more fun and exciting).

### Primary Damage Chart

To make things more interesting, whenever you roll your Primary attack, you can also roll on the Primary Damage Chart to see if any severe damage and possible death may occur. Please note that both parties must agree that fatalities are acceptable before using this chart.

### No Time Limit

In certain situations such as championship battles and grudge fights, a simple point-based victory is not enough. You need to go until only one fighter remains. You can keep adding rounds until someone is vanquished. Depending on the abilities of the fighters, some of these battles can go for quite some time.

### Critical Hits

To add a little extra punch, each fighter has three critical hits on their card marked as (x), (y) and (z). Whenever you hit your opponent with one of these, you have a chance of weakening your opponent, or even possibly doing extra damage. If you are able to deal successful damage to your opponent (a result of no defense on the defensive roll), you automatically weaken him according to the following rule.

If the critical hit was an (x), then your opponent has a -1 Damage Bonus for the rest of the fight. If the critical was a (y), then your opponent has a -1 Dexterity for the rest of the fight. If the critical was a (z), then your opponent has a -1 Soak for the rest of the fight.

The last step with a critical hit is to roll another 1D6. On a roll of a 1, all damage dealt from this move is tripled. On a roll of 2-3, all damage dealt from this move is doubled. On a 4-6, all damage dealt is treated normally.

## Enhanced Defense

With the basic game, the fight is somewhat skewed to the advantage of the tougher and stronger fighters. To balance the game in favor of the more nimble warriors, these Enhanced Defense rules have been put into place.

Whenever the players roll for initiative, keep in mind the total they have rolled. For every eight points one player beats their opponent by, they gain a +1/-1 adjustment to their Defensive Roll. It is up to the defending player whether to use a positive or negative adjustment. They can change this around from phase to phase. They may also choose not to use this adjustment. This bonus ends at the end of the round.

*Example: Gordon's character has a D of 7, while Martin's character has a D of 4. Gordon rolls an eleven for initiative, giving him a total of 18. Martin rolls a five for initiative, giving him a total of 9. Gordon's character has a +1 adjustment roll on his defense.*

Whenever the character with the defensive adjustment rolls on defense, he can choose to change his die roll by one in either direction for each +1 adjustment he has.

*Example: Continuing with the example above, Martin's character just nailed Gordon's character with a massive strike. Gordon rolls on his defensive chart and rolls a five. Using his +1 defensive adjustment, Gordon can make this roll either a four or a six (a one level change in each direction); or he can choose to keep it as a five. Chances are Gordon will opt for the four.*



## Locations

Optionally, you can add a little more to the fight by using location charts. You can either do this by choice or by selecting them randomly. Either way is fine as long as all parties agree. During the fight, whenever anyone rolls a specialized non-attack (NA\*), they roll an immediate 2D6 on the location chart, adding the dice together. The higher number on the chart is used for fighters who have a Location Code that matches that of the location that is currently being used.

You will note that when using locations, there are fewer chances at rolling non-attacks. This is done intentionally as using locations definitely make the fights a bit fiercer. It may not be as realistic, but it sure makes things a lot more fun!

The chart below can be used to randomly determine which location a particular fight takes place in.

Die Roll	Letter Code	Location
1	A	Dance Fever
2	B	The Woodshed
3	C	Hell's Alley
4	D	Beat At Joe's
5	E	The Slayground
6	F	Tomb Warfare

## Multi-Player Fights

*Maximum Impact* lends itself out well for battles with more than two fighters. You can have three, four, five or even more fighters in one match. Just remember that with each fighter added, the length of the battle gets quite a bit longer. I suggest that for every fighter above two, add at least one extra round to the length of the fight to get some satisfactory results.

To play, you begin the game normally with everyone rolling initiative. The player with the best initiative goes first, choosing his opponent. Then once he is done, the player with the next highest initiative does his attack, choosing his opponent as well. This continues on until everyone has had their attack.

Keep two things in mind, however. If a character with a slower initiative is attacked and damaged during the phase, when it comes time for his attack, he must attack the character that damaged him, if that character is still conscious. If more than one character damaged him in the same phase, he can choose which of the two he will attack.

Also, if someone rolls a non-attack, the character he is attacking rolls the free shot. This does not count as that character's attack for the phase.

Once a fighter is knocked unconscious he is out for the rest of the fight. The multi-player battles are a lot of fun, just be prepared for alliances to form and shatter in a matter of minutes.

## **Team Brawls**

Team fights work just as well as multi-player battles. The only major exception is when you choose who to attack, you choose someone from the opposing force. The winner of the battle is the one who has guys standing after all of the opposing force is wiped out.

## **Scrubs**

For a change of pace, you can introduce scrubs into your fights to give the star fighters a little tune-up. Scrubs are the young rookies or unskilled veterans who earn their pay by being human punching bags. Although some of these guys eventually improve and become stars in their own right, the vast majority of them will never go past scrub status and end up working a nine to five job flipping burgers to make a living.

If you want to use scrubs, you can either design them from the ground up, or take an existing fighter and do some modifications to their fight card. Some suggestions to modify the card include taking their Power-Up and their Primary Specialty and turning them into basic maneuvers. Also, subtract one from each of the three primary attributes of the fighters helps as well (remember to change their secondary attributes if needed). You can also weaken their Defensive Chart by eliminating the Power-Up and/or other moves as well. Scrubs should begin the fight with only 60 Health and never be able to gain above that number. There are other changes you can do such as add extra NA attacks and weaken the total number of points available to all basic maneuvers, but these few steps alone should make it so that most scrubs will do their duty and lose.

## **Grudge Fights**

On many occasions the battles in the ring become personal. During these situations, there is only one way to settle it. The combatants face off in a Hexagon Of Hell match to try to put their differences aside. Usually this doesn't happen until quite a lot of blood is spilled, however. Anytime two fighters can't see eye to eye, put them to the test in one of these brutal matches.

## **Advancement**

The most fun of creating a character is to watch it get progressively stronger. Rules that reflect a character's growth with experience will come in a future supplement.

## **Weapons**

Rules to use personal weapons in a battle will also be covered in a future supplement. If you want to make weapons available now, you can make a chart similar to the location charts and use it the same way. It is up to you whether or not both characters have access to the same weapons. Or you could simply assume a weapon does a certain amount of damage and any rolls of (NA\*) would mean the weapon is used.

## **Special Abilities**

Special Abilities are those unique traits that not every fighter has. This could include super powers, magic, special technologies or natural abilities. These rules will be included in a future supplement, pending an interest in them.

If you have an idea for some optional or advanced rule, or if you have made any "house rules" of your own, we are very willing to hear from you. Drop us a line, you never know it might appear in a future supplement.



## **5. Campaign Rules**

### **Realm Warriors**

Welcome to the Realm Warriors Grand Championship. Each realm warrior represents his own reality or dimension. Many of these realities are very similar. Others are incredibly different. Each reality is only permitted one fighter in the Grand Championship.

After a fighter has officially qualified as a realm warrior, he can compete in the singularly greatest martial arts tournament of all-time. The Grand Championship is an ongoing contest of supreme daring and skill. Only the best of the realm warriors dare to compete. Each week, the Grand Martial selects eight warriors to battle in one on one competition. For each victory a realm warrior gets over another realm warrior, he gains a tally on his banner.

When a warrior's banner reaches seven tallies, he can turn in his banner to challenge the Grand Champion. Whoever wins that fight is the Grand Champion, while the loser starts over with an empty banner.

If more than one warrior reaches seven tallies in a given week, they must have a free for all for the right to challenge the Grand Champion. The losers of the free for all each lose one tally.

### **Championship Tour**

Fighters compete in a series of 24 tournaments around the world. Each tournament is a 32 man single elimination affair. The top 32 wrestlers at the end of this tournament are seeded and fight in the final tournament to determine the annual champion.

Entry into the tournaments is considered random. Some fighters will be entered in more tourneys than others. That is the fickle finger of fate for you.

Fighters get five points for a win, two points for a draw, two points for a KO, one point for a first round victory and one point for a victory with primary. The winner of the tournament gains ten bonus points while the loser in the final gains two.

Tournaments are scheduled in Tokyo, San Francisco, Toronto, Berlin, Cairo, Shanghai, London, Melbourne, New York, Paris, Stockholm, Hong Kong, Dallas, Rio de Janeiro, Venice, Moscow, Madrid, Chicago, Athens, New Delhi, Oslo, Amsterdam, Istanbul, Calgary and Singapore.

Between each major tournament, there is a 1 in 6 chance of having a Rookie Brawl. This is an 8 man single elimination tournament held in a different city each time. This will not be in any city that holds a major tournament. The first of these tournaments will be held in Milwaukee, Sydney, Denver, Osaka, Teheran and Honolulu. The 8 men are all rookie prospects with the winner of the tournament becoming a grandmaster and joining the main roster.

## 6. Definitions

### Statistics

**S** Strength. A measure of the character's ability to inflict damage.

**D** Dexterity. A measure of the character's speed and reflexes.

**E** Endurance. A measure of the character's ability to withstand punishment.

**DB** Damage Bonus. A bonus given to all attacks by a character, derived by dividing his strength by four and rounding down.

**Soak** An amount of damage reduced from all opponents' attacks on you, derived by dividing your endurance by four and rounding down.

### Other Terms

**Damage Modifier** The result of adding the attacker's DB and subtracting the defender's Soak is the Damage Modifier for the attack.

**Defensive Roll** The roll of 2D6 (added together) to determine if the defensive fighter is able to defend himself.

**Free Roll** A free attack. This occurs when one fighter rolls an NA or one fighter rolls a Counter.

**Health** A measurement of how much damage a fighter can take. Usually starts at 100 before the fight starts.

**Recovery Phase** Each fighter regains 1D6 health in between every round.

**Knockout** When one of the fighters has been reduced to zero health.

**Phase** A sequence of time in which both fighters get one attack. There are six phases in a round.

**Round** Six phases of combat. Rounds are separated by Recovery phases. There are usually four rounds in a fight.

**Free For All** A battle between three or more combatants.

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