

The Hexagon Of Hell

There comes a time when a simple fight is just not enough. Either there is bad blood between the fighters or there needs to be a definite victor. In times like this, the two fighters are placed in a special hexagonal cage loaded with weapons to battle it out until one fighter remains standing. Besides the weapons scattered around, the cage itself is covered in spikes and barbs intermittently around the sides.

To use this chart, you simply roll on the Hexagon Main Chart whenever you roll a NA* on your regular offensive chart (this is after all a location, if a particularly painful one). The Hexagon Main Chart will then tell you which subchart to roll on. Damage Modifiers do apply to all the moves on these charts as normal and opponents still get a defensive roll unless stated otherwise. Not for the squeamish.

Hexagon Of Hell Main Chart

Die Roll (D6)	Result
1-2	Roll On The Cage Chart
3-6	Roll On The Weapons Chart

The Cage Chart

Die Roll (D6)	Result	Damage
1	Repeatedly ram opponent's back into the iron fencing.	18
2	Grind opponent's face into the fence.	12
3	Opponent flips you into a spiked section of the fence.	20
4	You rake your opponent over the sharp barbs sticking out along the fence.	15
5	You manage to kick your opponent and send him falling back into one of the spikes.	25
6	You charge your opponent recklessly. Roll one die. If the result is EVEN, you spear him into the fence and he takes the damage. If the result is ODD, he ducks and you fly into the fence and take the damage.	22

The Weapons Chart

Die Roll (2D6)	Result	Damage
2	As you move in for the kill, your opponent catches you off guard with a surprise strike with a large rock. You take the damage and get no defensive roll. OUCH!	20
3	You and your opponent grab for a metal glove at the exact same time. Make a new initiative roll and whoever wins, nails their opponent with the glove. The new initiative roll remains for the remainder of the round. Any bonuses such as Enhanced Defense are only counted if called for by the new roll, otherwise they are lost.	11
4	You tangle your opponent in a web. They automatically get no defense this phase or the next two phases of this round. Even Enhanced Defense does not work.	4
5	You grab an iron spike and catch your opponent in the side with it.	13
6	You sidestep your opponent's attack and catch him in the stomach with a baseball bat.	10
7	You wrap a chain around your opponent's throat and choke him viciously.	7
8	You find a leather strap and go to work on your opponent's back with it!	9
9	You snatch up a katana from nearby but your opponent kicks it away before you get a chance to use it. However, this makes them wide open for one of your SECONDARY moves and you catch them with it. Opponent does NOT get a defensive roll on this move.	17
10	You and your opponent fight over a cattle prod. Each of you rolls one die and adds your S. Whoever rolls higher wins and zaps their opponent. Reroll any ties.	18
11	You try to hit your opponent, but they found a shield lying in the rubble and block your attack. They then buffet you with the shield and catch you off guard. You get no defensive roll for this attack.	13
12	Zap! You nail your opponent with the hedge trimmers! Major damage is dealt!	33

