

HAIRIK
KA!



CARTOON MARTIAL ARTS COMBAT



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Supremely Quick Accelerated Rules To Start Commencing

Welcome to the quick-start rules for *Haiiii-Ya!: Cartoon Martial Arts Combat*. *Haiiii-Ya!* simulates the outrageous sparring seen in Japanese cartoons (better known as *Anime*), complete with sound effects, furious action, and bizarre super powers!

Haiiii-Ya! is designed for two or more players in direct gladiatorial combat against one other, in a wild free-for-all. All you need are these rules, some friends, some scrap paper, pencils, and some standard dice.

Making Your Fighter

1. Make Your Basic Fighter

You do this by dividing 10 points between the following: **Mind**, **Muscles**, and **Moves** (minimum score=1, maximum score=5).

Mind (MIND) is how smart your Fighter is, and helps determine who goes first during each round of combat. Mind 5 is Albert Einstein; Mind 1 loses in a battle of wits with a gerbil.

Muscles (MSL) is how strong your Fighter is, and helps determines how much damage you do per attack. Even a wimpy *Haiiii-Ya!* Fighter is insanely strong; stronger ones can easily juggle tanks and swing skyscrapers like they were wiffleball bats.

Moves (MVS) is how fast you are on your feet, and helps determine how many hexes on the combat grid you can move per round of combat. Moves of 5 is an Olympic sprinter and a ballet dancer all in one; Moves of 1 doesn't understand what those things at the ends of his legs are for.

2. Choose A Side For Your Fighter

Every Fighter is one of the following: either a Good Guy, a Bad Guy, or a *Ronin* (neither Good nor Bad).

Good Guy

During round 5 of the fight, flip a coin. Heads; you can shake off 100 points of damage taken thus far; Tails, you can shake off 50 points of damage.

Bad Guy

Once per fight, you can attempt to land a "low-blow" that does normal damage plus 1d6 x 50 points of damage.

Ronin

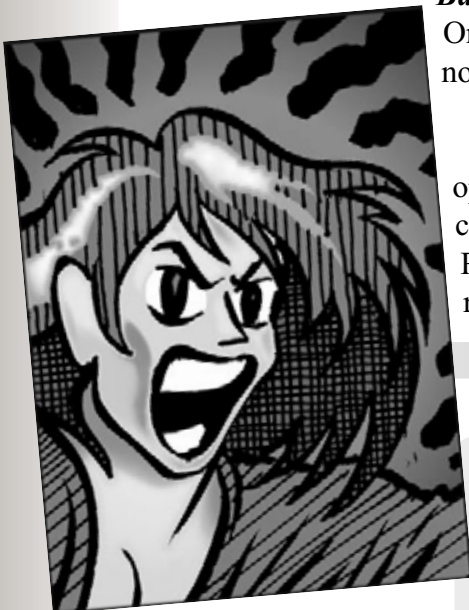
Once per fight, the *Ronin* may attempt to impress his opponent with how cool he is with a flip of a coin. If the coin comes up "Heads," the opponent is so awestruck by the *Ronin* that they may not make any non-defensive action that round.

3. Choose Your Fighter's Martial Arts Style

Karate, *Kung-Fu*, *Judo*, or *Tae Kwon Do*. Each Style has a +1 bonus to either your Offensive or Defensive dice.

Karate, Tae Kwon Do: +1 Offense

Kung Fu, Judo: +1 Defense



4. Devise Your Fighter's Signature Move

This is a combat trick your Fighter uses that is his and his alone, and may be used once per fight. Damage from your Signature Move is +10 per word in the name of the Signature Move, up to a length of seven words (exclamation point optional). To be effective, your Fighter must shout the name of the Signature Move when using it. Your Signature Move's damage may be combined with damage done by a normal attack.

For example, "Superb Stunning Spinning Back Kick!" would be worth +50 damage.

5. Assign Your Fighter A Motivation

Since all characters in serious™ games have a Motivation™, all Fighters in *Haiiii-Ya!* are also required to have one. Choose your Fighter's Motivation from the list below.

I want to kick my opponent's butt.

I really want to kick my opponent's butt.

I really need to kick my opponent's butt.

That should help establish the tone of deep, serious-minded role-playing encouraged by *Haiiii-Ya!*

6. Choose Your Power

Once per fight, your Fighter may use one of the powers below:

Electrifying Lightning Bolt Attack! Roll to attack normally. If you hit, you have thrown a lightning bolt at your opponent and hit them for 100 points of damage. The range you can use this attack at is up to ten hexes.

Unstoppable Hyper Attack! For one attack, assign one of your extra dice as an Offensive Die and roll it in addition with any normal Offensive Successes.

Star Energy Shuriken! Roll to attack normally. If you hit, you have thrown 1d6 energy bolts shaped like shuriken at your opponent, for a damage of 50 points each. The range you can use this attack at is no more than five hexes.

Undefeatable Whirlwind Defense! Once per fight, when you roll you must determine your Defensive Successes, you may roll one additional d6 and add that to the total, in addition to any Defensive successes from your Martial Arts Style.

Weird Warping of Space! Once per fight, when you use this power and would normally take damage, any damage is reflected back on your attacker.

7. Name Your Fighter

In *Haiiii-Ya!*, every character has a stereotypical name. So if your Fighter is a guy, give him some sobriquet that drips with a machismo and testosterone. If your Fighter is of the fairer sex, give her a name that is cute, adorable, and still suggests she can kick your ass.

Haiiii-Ya!





Staging The Fight

A Few Notes To Keep In Mind:

1. Each fight lasts ten rounds
2. All attacks and defensive maneuvers occur at the same time during each round. After a Fighter has attacked, his turn is over.
3. Whichever Fighter has taken the LEAST damage at the end of round 10 of combat is the winner. Everyone else collapses in a heap due to their wounds.

Now.... The Fight Is About To Begin!

1. Find Some Standard Six-Sided Dice

At Least Three Or Four Per Player.

Two dice from each set should be of two different colors from the rest of the dice. One should be declared the “Offensive” die and the other the “Defensive” die. You will also need a standard coin. Go ahead, I know gamers tend to be poor college kids, but you must have some change left from your last beer run.

2. Place Markers On The Combat Grid, One Each For Each Fighter

There is a shaded hex in the center of the map, each player may place his or her marker, anywhere up to their Fighter’s MIND score in hexes away from the center hex.

3. Roll For Initiative

Each player should roll 1d6 and add his Fighter’s MVS score to that total. Fight order goes from the highest rolls to the lowest, but the losers must declare their action first, from lowest to highest initiative.

4. Move Your Fighter Towards Your First Opponent

Your maximum movement in a single round is your MVS + 3 in hexes. An opponent may only be attacked if he is in the same hex.

5. Attack

To attack, you must be in the same hex as your opponent, unless you have a power that allows otherwise. Roll your Offensive and Defensive dice together and add the sums. You need to roll an 7 or higher to hit. Do not add your bonuses from your Martial Arts style to this roll.

6. If You Hit, Resolve Damage

Go ahead and add your bonus from your Style to the appropriate die. Even if you do not hit, you may still add any Defensive Style bonuses to your total on your Defensive die.

For example, a *Judo* Fighter adds +1 to his Defense die.

7. Your Opponent Rolls Both His Dice

He also adds any bonuses for his Martial Arts Style. You both compare your dice, with your Fighter subtracting his opponent’s Defensive die roll from his Offensive die roll, and your opponent does likewise.

For example, Tei-Ro-Ku attacks Black Byako. Tei-Ro-Ku rolls a 5 for Offense and a 4 for Defense. The total is 9, enough to hit. Now it is time to resolve damage. Tei-Ro-Ku’s style is *Tae-Kwon-Do*, so he adds +1 to his Offense roll, making his totals 6 Offense and 4 Defense. Black Byako rolls 3 Offense and 3 Defense, then adds +1 to Defense for his *Kung-Fu* style for a total of 4 Defense. Comparing Tei-Ro-Ku’s 6 Offense to Black Byako’s 4 Defense, Tei-Ro-Ku has 2 successes. His Muscles is 5, so by cross-referencing 2 successes against a MSL of 5 on the table, we see he does 100 points of damage.



Or, to put it another way:

You Calculate your Offensive Successes minus your opponent's Defensive Successes, then your opponent calculates his Offensive Successes minus your Defensive Successes.

Both you and your opponents count any Offensive Successes left after subtracting Defensive Successes and check the chart below to determine how much damage your Fighter has done.

For example, A Fighter with a Muscles (MSL) of 3 scores 4 total Offensive Successes after subtracting his opponent's defensive successes. He does 120 points of damage to his opponent.

8. Calculate Knockback

Fighters who have taken damage are knocked away from their opponent 1 hex per 50 points of damage taken, rounded down.

When all opponents have moved or attacked, that is the end of that round of combat. Repeat steps 3-8 for all ten rounds to determine the winner.

9. Calculate Awards

When the fight is over, the winning Fighter gets *Chi* Points to spend on new powers. To calculate the number of *Chi* Points to be awarded, take the amount of damage taken by the Fighter that was most hurt, and subtract the damage taken by the winning Fighter. The total left over is the amount of *Chi* points the winning Fighter gets. Every other Fighter gets 100 *Chi* points.

Combat Damage Chart

MSL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
2	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300
3	30	60	90	120	150	180	210	240	270	300	330	360	390	420	450
4	40	80	120	160	200	240	280	320	360	400	440	480	520	560	600
5	50	100	150	200	250	300	350	400	450	500	550	600	650	700	750

Total Number of Successes = (Total OFF successes minus Total DEF successes)

+10 Damage per success over 15

+20 Damage per success over 15

+30 Damage per success over 15

+40 Damage per success over 15

+50 Damage per success over 15

Haiiitii-Ya! Sample Fighter

Name: **TEI-RO-KYO**

Side: **GOOD GUY**

Motivation: **I REALLY WANT TO KICK BUTT**

Mind: **2**

Muscles: **5**

Moves: **3**

OFF Die DEF Die
Color: Color:

Martial Style: **TAE KWON DO**

Style Bonus: **+1 OFFENSIVE**

Signature Move: **TERRIBLE THUNDER-STRIKE OF TOKYO!**

Signature Move Damage Bonus: **+50**

Power: **UNSTOPPABLE HYPER ATTACK!**

Movement: **SIX HEXES**

Running: **SIX HEXES**

Damage Taken:

Chi Earned:

Combat Round Counter

1 2 3 4 5 6 7 8 9 10

Haiiitii-Ya! Sample Fighter

Name: **BLACK BYAKO**

Side: **BAD GUY**

Motivation: **I WANT TO KICK BUTT**

Mind: **4**

Muscles: **3**

Moves: **3**

OFF Die DEF Die
Color: Color:

Martial Style: **KUNG FU**

Style Bonus: **+1 DEFENSIVE**

Signature Move: **AMAZING SIDEWAYS KICK OF INSTANT DEATH!**

Signature Move Damage Bonus: **+60**

Power: **ELECTRIC LIGHTNING BOLT ATTACK!**

Movement: **SIX HEXES**

Running: **SIX HEXES**

Damage Taken:

Chi Earned:

Combat Round Counter

1 2 3 4 5 6 7 8 9 10

Haiiitii-Ya! Sample Fighter

Name:

Side:

Motivation:

Mind:

Muscles:

Moves:

OFF Die DEF Die
Color: Color:

Martial Style:

Style Bonus:

Signature Move:

Signature Move Damage Bonus:

Power:

Movement:

Running:

Damage Taken:

Chi Earned:

Combat Round Counter

1 2 3 4 5 6 7 8 9 10





**HAIKAI
VA!**

COMBAT GRID

50
feet

