6d6 ‘Rebirth’

An old bad idea reborn five or seven times is now actually seeing the light of day!

-OR-

A fast + easy game for those with too much time and / or too many dice on their hands.

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NOTE: These rules are for a casual table-top game, one you can play with spare change, dice, and a little time. More serious rules may be forthcoming, but for now, these are loose and sloppy and favor people with big hands and long fingers. Yes, really.

Concept

In this game, you each control a ship trying to preserve fuel while still winning a quick space scuffle. As you exhaust your resources, the spent tanks and fuel pods will get jettisoned into the fighting area, creating chaff and chaos for your enemy to deal with. The first player to entirely run out of fuel is the loser!

Required Materials

Each player needs one half-dozen six-sided dice, aka **6d6**, as well as a **penny** and a **quarter** each *(or whatever the smallest and largest coins are in your local denomination)*. It would be optimal if all of the dice were exactly the same size, or an equal mix of sizes between the two players. You also need a clear playing space, but not much of one. Two people seated opposite each other in a restaurant booth should be fine to keep playing, even if their food arrives.

Suggested Players: 2
Suggested Time: 5-15 minutes

Setup

Each player puts their quarter on the playing surface at a distance they can agree on. These are the **Ships**. They players keep their penny with them: These are for attacking and measuring. Each player’s dice start arranged into 3 rows of 2, with all of them facing 6-up: These dice are **Fuel Cells**, and which row they are in shows how that fuel is ‘allocated’ for the turn.

The nearest row is Mobility, the middle row is Offense, and the furthest row is Defense.
- **Mobility** determines how far you can move in a turn.
- **Offense** determines how many entire Fuel Cells you destroy with a shot, if it hits. It also helps

pierce Defense.
- **Defense** determines how strong of a shot you can block, burning some fuel pips instead of losing entire tanks.

Turn Order

Management Phase

Assign Fuel

Secretly place dice into the 3 rows. A row does not need any dice.

Reveal Assignments

Both players reveal their rows of dice at the same time.

Determine Turn Orders

The higher-Mobility player Moves, then the lower Moves. Repeat with Attacking.

Gameplay Phase

Move

Any player who uses up a die will Jettison it

Attack

Opposing player Defends if hit

Any player who uses up a die will Jettison it

End Turn

The Rules of Play

Assigning and Revealing Fuel Assignment

At the start of each set of turns, both players hide their dice with one hand and rearrange (**Assign**) them with the other. You do not have to place any dice in a given row. Both players **Reveal** their dice simultaneously. Once revealed, your allocation is set in stone for the rest of the turn, come hell or high water.

Determining Turn Orders

After you reveal your Fuel Assignments, you get to **Move** and **Attack**, in that order. The player with higher Mobility moves first, the player with higher Attack attacks first. In case of a tie, the player who is closest to losing *(Determined by who has the fewest dice, tiebreaker is fewest total pips, tiebreaker is smallest single die, tiebreaker is flip a coin)* gets to ***choose*** the order. If you are attacked, you then have to **Defend**, either to repel the attack or survey the damage.

Whenever anything says to spend a “pip” of fuel, that means to lower the numbers showing on

the dice from the relevant row. If you spend 3 Fuel to move, you can knock a 6 in your Mobility Row down to 3, or knock down all 3 of the dice by one number each, and so on. Whenever you knock a die down below 1 (IE, to “0”), it becomes **Jettisoned** from your ship immediately. You cannot “overspend”, IE, knock a die down to a negative number.

Moving involves using the penny to measure distance. You can send your ship one penny in any direction for each die of fuel. Put the penny next to your quarter, so that they are touching. Pin the penny to the playing surface with one finger. Pick up the quarter, and then put it back down on any side of the penny (*most likely the furthest opposite side*). You cannot move into, or through, any obstacle (*spent fuel cells, the other ship, etc*) You may move as many times as you have Mobility dice, but must take all of your moves before ending this step. Each penny of movement costs one pip of fuel.

Attacking involves tracing your penny (*representing the energy blast*) towards the enemy ship, starting from any point on your own ship. It can travel a full pointer-finger’s length away for every die you assigned Attack. It can only travel in a perfectly straight line. If it hits ANY obstacle before it hits the enemy, the shot is lost. Attacking costs you 1 pip of fuel for every die you allocated. You may check the odds as much as you want and decline to Attack, thus not spending any Fuel.

Defending changes based on if you manage to block the shot or not.

If you take a hit, and the attacker’s **Offense beat your Defense**, you lose Fuel Cells equal to their Offense. You always lose the most-empty cells first, and may Jettison them immediately.

If you take a hit, but the attacker’s **Offense was equal or lower**, compared to your Defense, you only spend pips of fuel equal to your Defense. This means that over-spending to block a small attack can wind up being more harmful than simply taking it would have been.

Jettisoning Dice

When you empty out a die entirely (*spend the last pip*) OR when you lose a die to an attack, you *MUST* **Jettison** those dice to create an obstacle. You can place it anywhere within a distance of the *width* of your combined pointer + middle fingers, originating from your ship. It does not matter whose fuel dice are whose, once they’re on the field: They block shots and prevent movement equally.

When you Jettison your final die, you lose immediately no matter what. Your final dying action, including the Jettison (*see optional rule Exploding Tanks*) *can* turn the game into a **tie**, however.

And that's it, the entire base game! Below are some optional rules to spice things up and complicate the situation. Notice that any one of these can totally destabilize or destroy the game-as-written, but feel free to screw around with them regardless. Just be forewarned, and pay attention to *how* they ruin the game. They were written this way on purpose, after all.

Optional Rules

Optional Rule: Minimum Assignment!
Until you are at 3 dice or less, you *must* assign 1 die to every row every turn.

Optional Rule: Missiles of Forever!
Attacks travel infinitely in the chosen direction, but can only originate from the very "front" of your ship (*for example, above George's head (more specifically, centered on the E of LIBERTY) on a US quarter*). Whenever you Move, the front of your ship rotates to face that direction, and must stay in place until you Move again.

Optional Rule: Bounded Space!
Set down basic boundaries for the playing field. Ships are not allowed to leave them, no matter how much Movement they spend to try and do so. Instead, they scroll "off-screen" Pac-Man style and end up re-appearing on the opposite side. Attacks do not loop if you are using the Missiles of Forever optional rule.

Optional Rule: Exploding Tanks!
If a ship is close enough to have a Fuel tank Jettisoned directly on top of them, it counts as a three-die Attack for free.

Fun Extra Minigame:
To my fellow game design people: *How* exactly does each of the optional rules above fuck up, or not fuck up, the existing balance of the game? Which one of them should probably be a core rule? Can you think of any blatantly obvious missing rules?