

OVER

12



# FIGHTING CHAMPIONSHIP

---



# ENTER NOW!

HEXAGON FC ARENA



For 2 Fighters



Ages 12+



1-15 minutes



Apply your tactical cunning against a well-matched adversary in one-on-one hand-to-hand combat. **ROLL THE DICE... AND PLAY YOUR CARDS RIGHT!**

Use defensive skills, careful movement, and an array of attacks: ♣️ **Striking** and ♠️ **Grappling**, submission ❤️ **Chokes** and joint ♦️ **Locks...** even illegal 🦹 **Fouls!**

Grind your opponent down in a brutal war of attrition... or seize a sudden, spectacular, highlight-reel finish! **YOU** can become the **G.O.A.T.** in the Hexagon Fighting Championship!

## THE LEGEND OF THE 'HEXAGON'

HEX-: relating to the number six  
-AGON: conflict, struggle, or contest

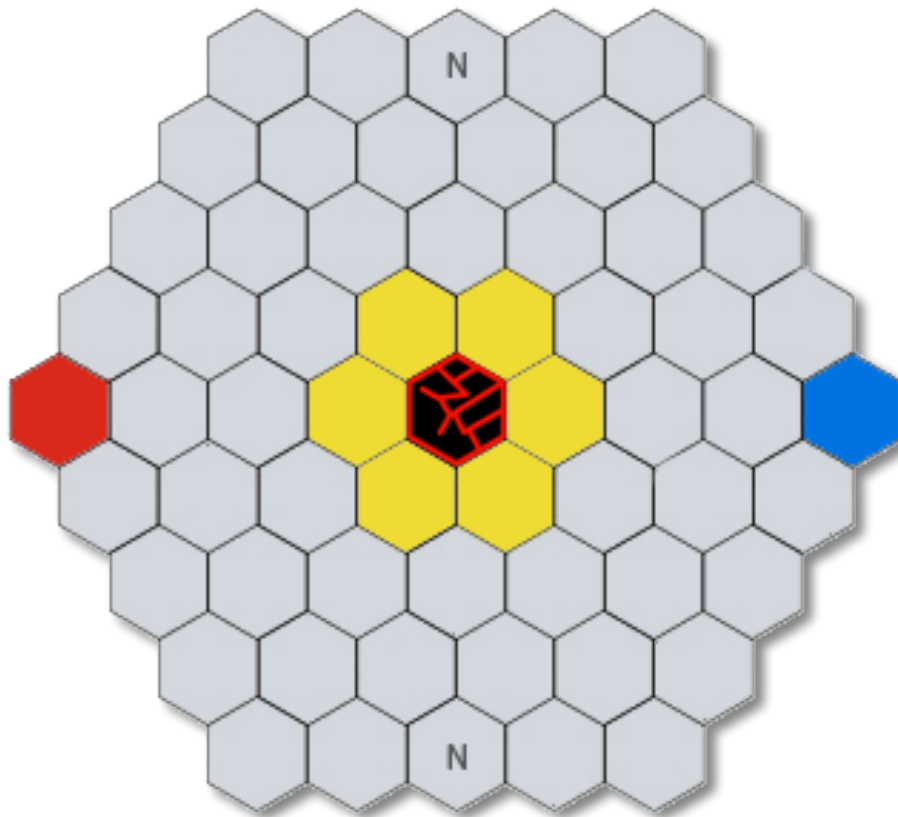
Introduced at the Olympic Games of 648 BC, pankration (all-power) was the world's first 'mixed martial art'. In those elemental days of Olympians battling offensively and defensively with all their power, the only forbidden unarmed combat techniques were eye-gouging and biting.

In Ancient Greece, the number six was symbolic of great power. The Primordial Gods of Sky and Earth created the Titans: six male and six female. The Titans deposed the Primordials, and created the six Olympian Gods who in turn dethroned the Titans. In mathematics, six is considered the first 'perfect number' ( $1+2+3=6$ ): a symbol of harmony, balance, and completeness. Thus it was, in contests dedicated to Athena, the Goddess of Wisdom, Craft, and War, that the greatest pankration athletes would compete in a six-sided arena: The Hexagon. The victor claimed the title of 'Pantokrator' (All-powerful).

Through ages uncounted, this sacred ritual of unarmed combat skill has endured, passed down from these ancient champions to the fighters of today, ultimately culminating in the legendary **HEXAGON FIGHTING CHAMPIONSHIP**.

## WHAT YOU NEED

1. **Hexagon Fighting Championship** board to simulate a 27' diameter fenced fighting area
2. **Standard Six-Sided Die**, for your **MOVE** phase
3. **54 card Deck** (with Jokers) for **ATTACK** and **DEFEND** phases, representing  
♣ **Striking**, ♠ **Grappling**, ♥ **Chokes**, ♦ **Locks**, and 🃏 **Fouls**
4. **Stackable Red Token** for the Red Corner Fighter
5. **Stackable Blue Token** for the Blue Corner Fighter
6. **Chips, coins, or similar**, to represent **DAMAGE** from undefended **ATTACKS**



*A nine-hex diameter, 61-cell board.  
Starting Corner hex positions are Red and Blue.  
Central Ring hex positions are Yellow.  
Neutral hex positions are marked with 'N'.  
Central hex bears the HFC logo.*



## HOW TO BEGIN

1. Please read the rules before playing for the first time, or to refresh your knowledge if it's been a while.
2. Decide who will use the **Red Token** and who will use the **Blue Token**. Customarily, **Red goes first**, and **Blue is the challenger**.
3. Distribute chips fairly: each Fighter should start with the same number, typically around 20–50. Variation can represent weight classes (20 = Atomweight, 30 = Lightweight, 40 = Middleweight, 50 = Heavyweight). More chips = Fighter durability.
4. Place the **Red Token** on the **Red Corner** hex and the **Blue Token** on the **Blue Corner** hex. These are your starting hex positions for each round.
5. Shuffle the Deck and deal **FIVE** cards to each Fighter (each may look at their own cards). The remainder is the Draw Pile, representing Round One, placed nearby.
6. The Fighter with the **Red Token** begins by rolling the Die, immediately entering their **MOVE** phase, as described under the heading “**Taking Turns.**”

## TAKING TURNS


Each Fighter alternates turns. Each turn follows three phases, in order:

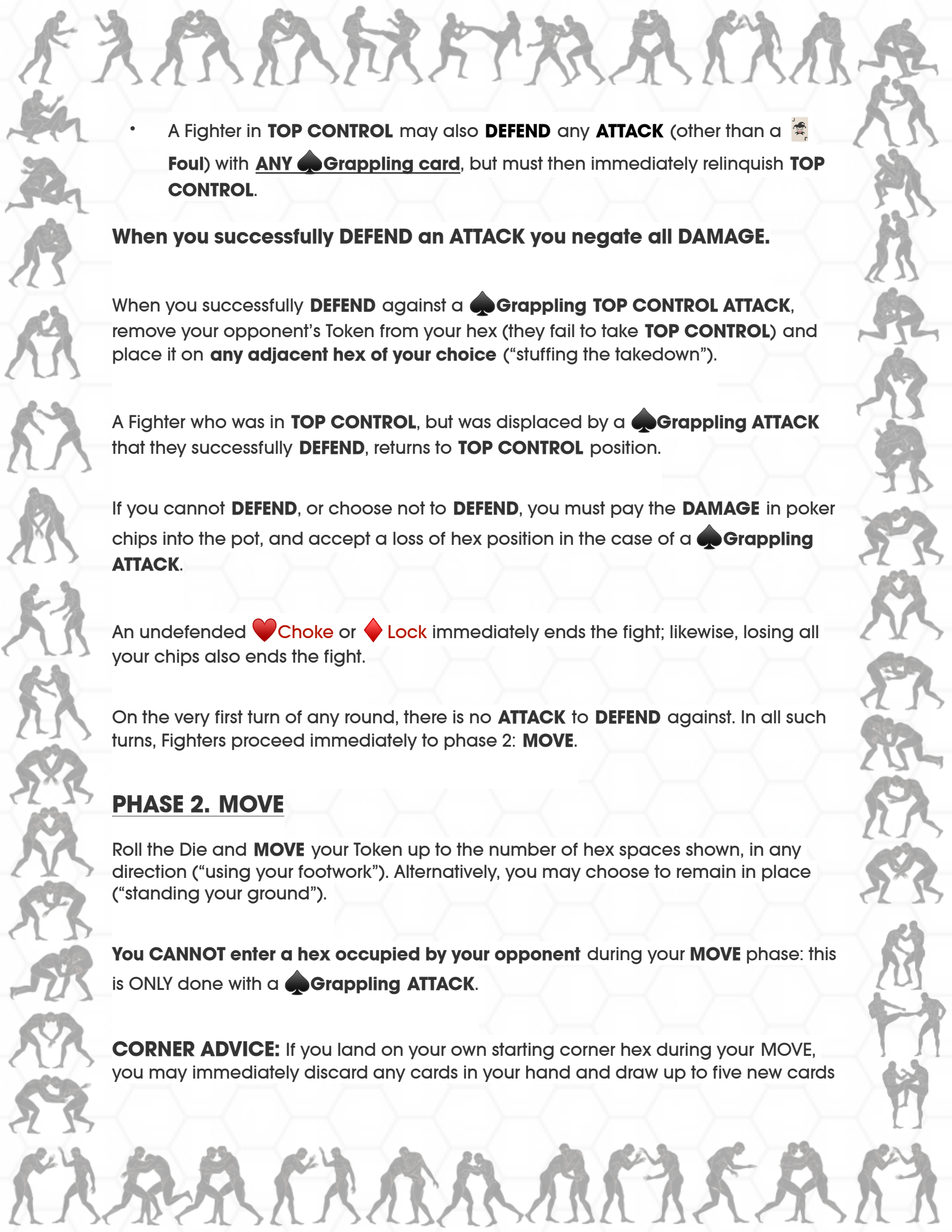


1. **DEFEND**
2. **MOVE**
3. **ATTACK**

### PHASE 1. DEFEND

*Each successful DEFEND phase represents your fighter evading or countering the attack – a block, check, dodge, duck, escape, guard, sprawl, or any other maneuver you imagine. How your fighter accomplishes it is entirely up to you.*

If your Token was subject to your opponent's **ATTACK** in the previous round, now is your chance to **DEFEND**. To **DEFEND**, you must play:


- A **HIGHER** card in the **SAME SUIT** as the **ATTACK**, or
- Any **TWO LOWER** cards in the **SAME SUIT**, or
- A  **Foul**, immediately ending your turn

- 
- A Fighter in **TOP CONTROL** may also **DEFEND** any **ATTACK** (other than a ) with ANY  Grappling card, but must then immediately relinquish **TOP CONTROL**.

**When you successfully DEFEND an ATTACK you negate all DAMAGE.**

When you successfully **DEFEND** against a  **Grappling TOP CONTROL ATTACK**, remove your opponent's Token from your hex (they fail to take **TOP CONTROL**) and place it on **any adjacent hex of your choice** ("stuffing the takedown").

A Fighter who was in **TOP CONTROL**, but was displaced by a  **Grappling ATTACK** that they successfully **DEFEND**, returns to **TOP CONTROL** position.

If you cannot **DEFEND**, or choose not to **DEFEND**, you must pay the **DAMAGE** in poker chips into the pot, and accept a loss of hex position in the case of a  **Grappling ATTACK**.

An undefended  **Choke** or  **Lock** immediately ends the fight; likewise, losing all your chips also ends the fight.

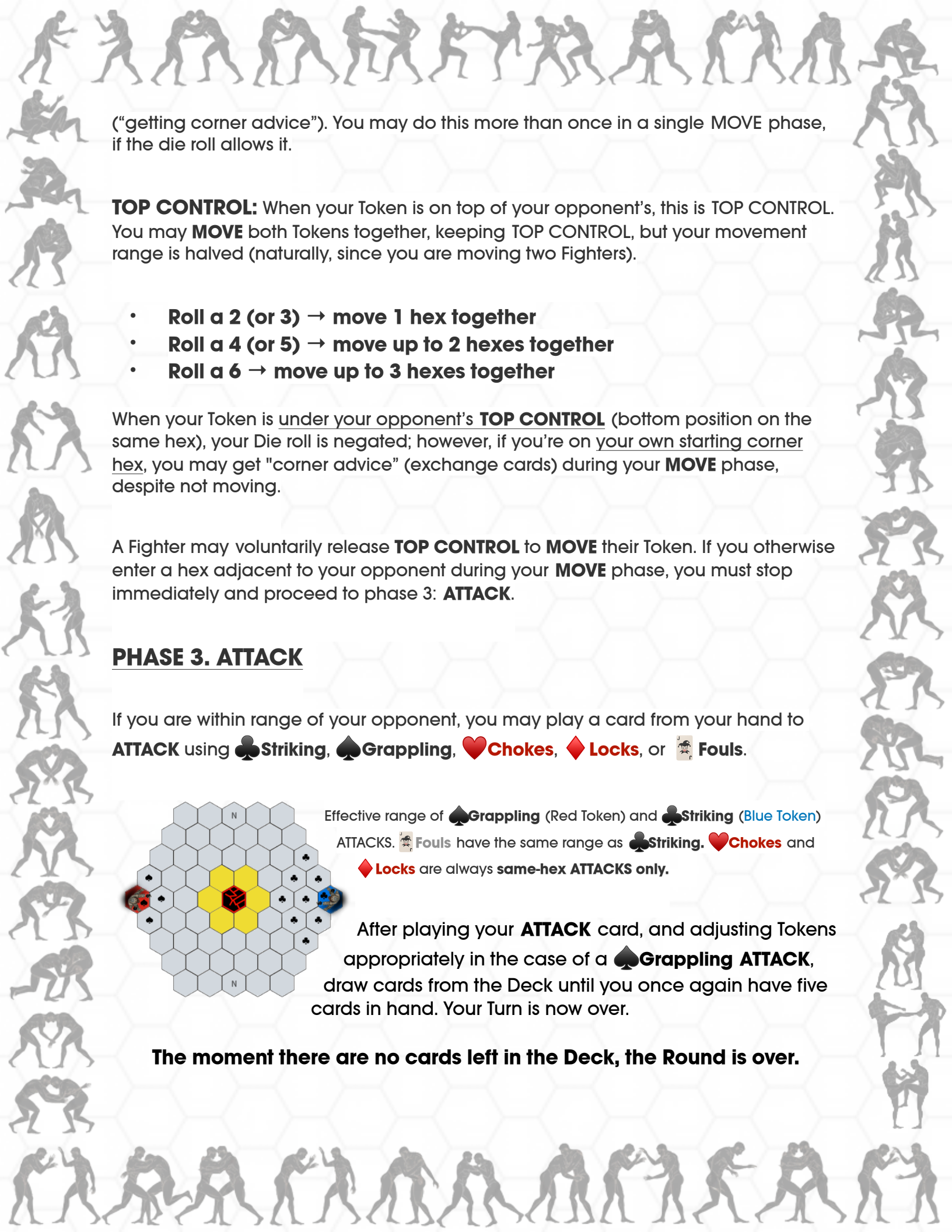
On the very first turn of any round, there is no **ATTACK** to **DEFEND** against. In all such turns, Fighters proceed immediately to phase 2: **MOVE**.

## **PHASE 2. MOVE**

Roll the Die and **MOVE** your Token up to the number of hex spaces shown, in any direction ("using your footwork"). Alternatively, you may choose to remain in place ("standing your ground").

**You CANNOT enter a hex occupied by your opponent** during your **MOVE** phase: this is **ONLY** done with a  **Grappling ATTACK**.

**CORNER ADVICE:** If you land on your own starting corner hex during your **MOVE**, you may immediately discard any cards in your hand and draw up to five new cards



("getting corner advice"). You may do this more than once in a single MOVE phase, if the die roll allows it.

**TOP CONTROL:** When your Token is on top of your opponent's, this is TOP CONTROL. You may **MOVE** both Tokens together, keeping TOP CONTROL, but your movement range is halved (naturally, since you are moving two Fighters).

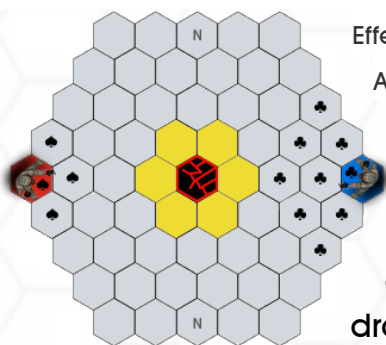
- **Roll a 2 (or 3) → move 1 hex together**
- **Roll a 4 (or 5) → move up to 2 hexes together**
- **Roll a 6 → move up to 3 hexes together**

When your Token is under your opponent's **TOP CONTROL** (bottom position on the same hex), your Die roll is negated; however, if you're on your own starting corner hex, you may get "corner advice" (exchange cards) during your **MOVE** phase, despite not moving.

A Fighter may voluntarily release **TOP CONTROL** to **MOVE** their Token. If you otherwise enter a hex adjacent to your opponent during your **MOVE** phase, you must stop immediately and proceed to phase 3: **ATTACK**.

### PHASE 3. ATTACK

If you are within range of your opponent, you may play a card from your hand to **ATTACK** using ♣ **Striking**, ♠ **Grappling**, ♥ **Chokes**, ♦ **Locks**, or 🤪 **Fouls**.



Effective range of ♠ **Grappling** (Red Token) and ♣ **Striking** (Blue Token) ATTACKS. 🤪 **Fouls** have the same range as ♣ **Striking**. ♥ **Chokes** and ♦ **Locks** are always same-hex ATTACKS only.

After playing your **ATTACK** card, and adjusting Tokens appropriately in the case of a ♠ **Grappling** ATTACK, draw cards from the Deck until you once again have five cards in hand. Your Turn is now over.

**The moment there are no cards left in the Deck, the Round is over.**



## ♣ Striking — RANGE: 3 HEXES

The ♣ **CLUB** represents blunt force trauma. Just as a physical club batters an opponent, strikes in MMA — punches, kicks, elbows, knees — are your bludgeoning weapons. Each ♣ **Striking** card can represent any technique you imagine: jab, hook, cross, uppercut, hammerfist, superman punch, backfist, head kick, body kick, leg kick, flying knee, spinning elbow, shoulder strike, and more.

A ♣ **Striking ATTACK** scores **DAMAGE** if your opponent fails to successfully **DEFEND** on their turn.

## ♠ Grappling—RANGE: 2 HEXES

The ♠ **SPADE** represents vigorous shifting and lifting. In MMA, fighters tenaciously dig for underhooks or takedowns, to uproot opponents and gain a dominant position. Each ♠ **Grappling** card can represent any technique you imagine: trip, ankle pick, single leg, double leg, hip throw, slam, sweep, blast double, back take, reversal, or any other dominant clinch or takedown maneuver.

When your Token is on a hex adjacent to your opponent, a ♠ **Grappling ATTACK** places your Token on top of theirs, and you score **DAMAGE** if they fail to **DEFEND** on their turn. You are now in **TOP CONTROL**.



Successful ♠ **Grappling ATTACK** scores **DAMAGE** (one point in this example) and grants **TOP CONTROL** (Blue Token on top). From **TOP CONTROL** you can: **DEFEND** submission attempts using any ♠ **Grappling** card - Apply your **MOVE** roll to both Tokens - **ATTACK** with ♥ **Chokes**, ♦ **Locks**, ♣ **Striking**, ♠ **Grappling** or 🗡️ **Fouls**. Token on bottom can **DEFEND** as normal but cannot **MOVE**. **ATTACKS** from bottom only score ONE point of **DAMAGE**, except for 🗡️ **Fouls**.

From **TOP CONTROL** position, a ♠ **Grappling ATTACK** throws your opponent onto an adjacent hex. You score **DAMAGE** but relinquish **TOP CONTROL**.



From the bottom position, a **♠ Grappling ATTACK** pushes your opponent onto an adjacent hex of your choice. This scores no DAMAGE, but if your opponent fails to **DEFEND** on their turn, you have successfully escaped their **TOP CONTROL**.

## ♥ Chokes—RANGE: 1 HEX

The **♥ Heart** represents the circulatory system, and the blood that sustains consciousness. A **♥ Choke** compresses the carotid arteries, restricting oxygen flow to the brain. Each **♥ Choke** card can represent any MMA submission you imagine: Rear Naked, Anaconda, Triangle, Guillotine, Ezekiel, Peruvian Necktie, or your own custom technique.



- You must share the **same hex** as your opponent to attempt a **♥ Choke**.
- If your opponent fails to **DEFEND**, the fight ends instantly.
- **♥ Chokes DO NOT score DAMAGE**, but victory is immediate.
- From **TOP CONTROL**: Any **♠ Grappling** card can be played to **DEFEND** against **♥ Chokes**, but the defender loses **TOP CONTROL** and must move their Token to an adjacent hex. This option is **not available from bottom position**.







## ♦ Locks—RANGE: 1 HEX

The **♦ Diamond** represents extremes of strength and pressure, valued as the most rigid substance produced by the Earth's own merciless internal forces. Each **♦ Lock** card can represent the adamant grip of a compression, spinal, or joint lock MMA submission technique: Armbar, Americana, Kimura, Heel Hook, Twister, Neck Crank, or a unique signature lock of your own invention.

- You must share the **same hex** as your opponent to attempt a **♦ Lock**.
- A successful **♦ Lock** (Armbar, Kimura, Heel Hook, etc.) **scores DAMAGE** and ends the fight instantly.
- From **TOP CONTROL**: Any **♠ Grappling** card can be played to **DEFEND** against **♦ Locks**: the defender loses **TOP CONTROL** and must move their Token to an adjacent hex. This option is **not available from bottom position**.

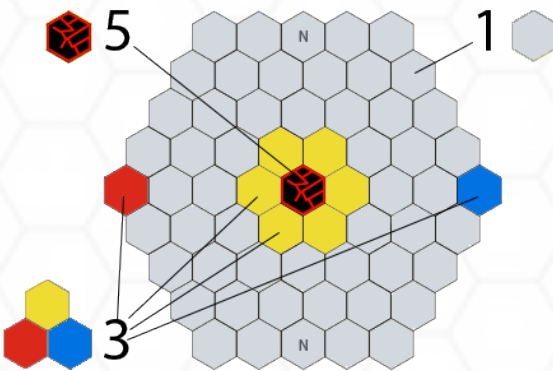
## Fouls—RANGE: 3 HEXES

In MMA,  Fouls are almost always excused as 'accidental'; regardless, most of the time, they work every time. Think of the  Foul card you play in the fight as a groin shot, eye poke, headbutt, hair pull, fishhook, or any other dangerous tactic you can imagine — get creative... get nasty!

-  Fouls can be attempted from **2 hexes, an adjacent hex, or the same hex.**
- A  Foul can **DEFEND** against any **ATTACK**, but that defense can be **countered by another  Foul.**
- Successful  Fouls score **full DAMAGE** regardless of **TOP CONTROL**, and end your turn, even when played in the **DEFEND** phase.
- When a  Foul occurs, Tokens are reset to Neutral hex positions — unless the  Foul originated from the bottom Fighter, under **TOP CONTROL**, in which case the injured Fighter pays **DAMAGE**, then proceeds to their **MOVE** phase, remaining in **TOP CONTROL**.

## DAMAGE

- **DAMAGE** is paid into a pot, which becomes the Winner's Purse.
- The amount of **DAMAGE** inflicted depends on the hex occupied by the attacking Fighter:



- **5 DAMAGE** → **CENTRAL HEX**
- **3 DAMAGE** → **Central Yellow Ring**
- **3 DAMAGE** → **Starting Red/Blue hexes**
- **1 DAMAGE** → **All other hexes**

**DAMAGE** values for **ATTACKS** determined by hex. The Central hex scores **FIVE**. Each of the six Central Ring hexes (**Yellow**) and each Starting hex (**Red and Blue**) scores **THREE**. All other hexes (**grey**) score **ONE**.

A decorative border of grey silhouettes depicting various fighting poses, including punches, kicks, and defensive stances, surrounds the central text. The silhouettes are arranged in a repeating pattern along the top, bottom, and sides of the page.

## SPECIAL DAMAGE RULES

- **♦ Locks** always score **DAMAGE** according to the above values, regardless of who has **TOP CONTROL** (ie. even from bottom position).
- **♣ Striking ATTACKS** made from bottom position score **1 DAMAGE** only, regardless of hex occupied.

## ROUNDS

The Deck represents one five-minute Round of fighting. Each card roughly equates to six seconds of fight time (ie. if the fight ends with 15 cards remaining in the Deck, you can imagine 1:30 left on the clock).

### When the Deck is empty:

- The **Round** is over.
- Reshuffle all cards to form a new Deck.
- Return both Tokens to their Starting corner hexes.
- The Fighter who won the previous Round starts the next Round (default to **RED** in case of a tie).

If an **ATTACK** is played but the Round ends before the opponent's **DEFEND** phase resolves:

- No **DAMAGE** is scored.
- **Submission ATTACKS** do not end the fight.

A horizontal row of black silhouettes depicting various fighting poses, including punches, kicks, and defensive stances, centered on the page.

At the end of Three Rounds, the Fight is over.

**Optional Championship Rules: extended to Five Rounds.**








# HOW TO WIN

## The fight ends immediately if:

- A Fighter loses all their chips
- A submission  **Choke** or  **Lock ATTACK** succeeds
- A **DQ**, **FORFEIT**, or **NC** occurs.

## Finishes are declared as follows:

-  **Striking** → **KO** (Knockout)
-  **Grappling** → **TKO** (Technical Knockout)
-  **Chokes** or  **Locks** → **SUB** (Submission)
-  **Foul** → **DQ** (Disqualification)
- Inability to continue → **FORFEIT**
- Mutual refusal to continue → **NC** (No Contest)

## If no finish occurs, the fight 'Goes to the Judges':

- The Fighter who suffered the least **DAMAGE** wins by **DECISION**.
- Equal **DAMAGE** results in a **DRAW**.



## ARE YOU READY TO ENTER THE HEXAGON?

[HexagonFC.org](http://HexagonFC.org)

Hexagon Fighting Championship is a work of fiction. Names, characters, businesses, places, events, locales, and incidents are either the products of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.