

# LUCHADOR!

SECOND EDITION

## MEXICAN WRESTLING DICE



# LUCHADOR!

## MEXICAN WRESTLING DICE

### SECOND EDITION

Designed by  
Mark Rivera

*With special thanks to George, Joseph and Jessi  
for helping me get this party started!*

Second Edition  
Developed and Published by

**Backspindle**  
Games Ltd.

Leonard Boyd & David Brashaw  
[www.backspindlegames.com](http://www.backspindlegames.com)

Illustrations and box art by the amazing  
MeowGod

*Special Thanks to Rene Soria, Sean McGuire,  
Phil McPeake (aka-El Supa Hamsta), Stephen Candy  
Ave Rex and La Avispa  
for their fantastic support.*

*Thanks to Rene Soria and Bruce H. Voge  
for their great character suggestions.*

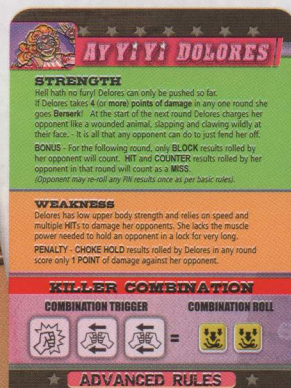
*Backspindle games would like to thank WEEGAMERS.EU  
for their support in bringing Luchador! to print.*

*Thanks also to our play testers Scott, Diana, Craig, Angela, Stephen,  
Andy, Steven, Rebecca, Paul and Deborah. To all our friends at the  
Black Knight Gaming Centre, Lisburn Gaming Club and Q-Con and  
special thanks to Stephen Boyd, Andy Agnew and Paul Morrison  
for giving their time and enthusiasm to helping us at shows and  
conventions throughout the year.*

### CONTENTS OF BOX

- 4 Wrestling Dice (red)
- 4 Wrestling Dice (blue)
- 4 Wrestling Dice (pink)
- 4 Wrestling Dice (purple)
- 4 Hit Dice (green)
- 4 Pin Dice (yellow)
- 2 Luchador! Dice (black)
- 1 Luchador! Arena (playing board)
- 9 Luchador Cut-outs
- 8 Plastic Card Stands
- 9 Luchador! Superstar Cards
- 9 Advanced Luchador Cards
- 8 Strength Score Cards
- 8 Strength Score Markers
- 1 3D Luchador ring. (Alternative Playing Board)
- 2 Elastic Ropes
- 1 World Championship Title Belt
- 1 Tag-Team Championship Title Belt
- 8 Combat Order Discs

Advanced Luchador! Card



Luchador! Superstar Card



Strength Markers



Strength Score Card

# LUCHADOR! BASIC RULES

## INTRODUCTION

Luchador! - Mexican Wrestling Dice is a fast playing dice game based on the exciting world of Professional Mexican Wrestling or "Lucha Libre" (meaning Free Fighting). It can be played by two or four players playing as individuals or by four or six players playing as Tag-Teams.

## GAME OBJECTIVES

Players roll dice to try to reduce their opponent's Strength points to zero to win by a Knock-Out (KO) or to try and hold their opponent down on the mat for a 'count of three' to win by a 'Pin'.

## PLAYING LUCHADOR!

A Luchador! match is played in a series of rounds. Each round begins with players simultaneously rolling their 4 'Wrestling Dice', one player rolling four blue dice and an opposing player rolling four red dice. The resulting Hits, Misses, Blocks, Counters or Pins on the dice are then played off (resolved) against each other to determine who has hit who, or if any Pin attempts can be made.

Depending on those results players then roll their Hit Dice to score hit points against their opponent. Hit points scored are subtracted from their opponent's Strength Score Card.

Players may also have the option of attacking with their Luchador! Die and or attempting to Pin their opponent. *(see relevant sections below)*

## WINNING THE GAME

### WINNING BY KNOCK-OUT (KO)

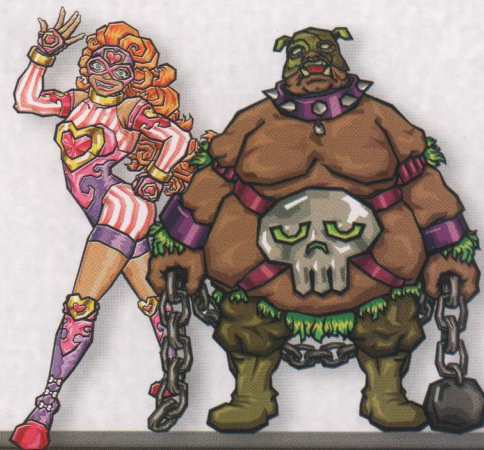
If a player's Strength Score is reduced to zero (marked as KO on the Strength Score card) or lower, their Luchador! (wrestler) no longer has the strength to continue the bout and their opponent wins by a Knock-Out.

If both players are reduced to zero points or below in the same round, the player who has scored the most Hit points against their opponent in the final round is declared the winner. If both players score the same points in the final round the bout is declared a draw and the wrestlers must face each other in a rematch.

### WINNING BY PIN

If a player rolls a successful Pin result (using a Pin Die) and their opponent fails to break the Pin during the 3 Count Rule the pinning player is declared the winner.

*See Pin Rules - page 8.*



## SET UP

### BASIC TWO PLAYER GAME

Set out the board/ring diagonally between the two players so that each player is either sitting at the Red or the Blue corner.

Each player is given:

- 4 Wrestling Dice (Red or Blue)
- 1 HIT Die (Green)
- 1 PIN Die (Yellow).

Set the Black Luchador! Die to one side for now.

Each player takes a Luchador! Superstar Card. Players may select the Luchador! they wish to play, or the selection may be made randomly by shuffling the cards face down and then dealing one card to each player.

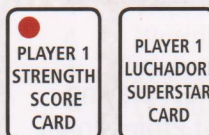
Each player takes a Strength Score Card turns it to the side marked "Two Players" and sets a Strength Marker on the Start space marked at 21 on the Strength Score Card.

### LUCHADOR CUT-OUTS (OPTIONAL)

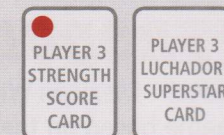
Each player should take the cut-out of their chosen wrestler, place it in a plastic card stand and set it by the playing board or ring in front of them. This is a visual reminder to all players of which player is fighting as which Luchador!

In tag-team matches players may choose to place their cut-out on the edge of the board or in the nearest corner of the ring as they tag-in. When they choose to tag-out, their cut-out should be removed and replaced with that of their teammate as they step into the ring.

### 2 PLAYER GAME



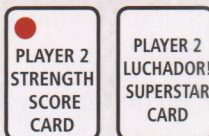
### 4 PLAYER TAG-TEAM GAME



### 4 PLAYER TAG-TEAM GAME



### 2 PLAYER GAME



### KEY

- Red Square: Wrestling Dice
- Blue Square: Wrestling Dice
- Green Square: Hit Die
- Yellow Square: PIN Die
- Black Square: Luchador! Die
- Red Circle: Strength Marker

## SET UP

### BASIC FOUR PLAYER (TAG-TEAM) GAME

Set the board as before with each team sitting at either the Red or the Blue Corner.

In a four player Tag-Team match each team shares a dice set.

All four players select a Luchador! Superstar Card and a Strength Score Card.

Each player turns the Score Card to the side marked "Four Player - Tag-Teams" and sets a Strength Marker on the Start space marked 18 on their Strength Score Card.

**LET THE TAG-TEAM MATCH COMMENCE!**

## BEGINNING THE GAME

### ROUND 1

At the start of each round both players simultaneously roll all of their four Wrestling Dice.

### PLAY AREA

During the initial stage of each round, (before the dice are resolved) only Wrestling Dice which come to rest on, or touching, any part of the playing board (Luchador! Arena) will count.

Any dice that come to rest not touching the playing board are set to one side until the beginning of the next round.

*(Note: dice excluded in this way can still be used in this round if required to save against a PIN attempt).*

Without changing the results, the players then line up the Wrestling Dice in the centre of the ring.

## RESOLVING THE DICE

The Results are then resolved as follows:



**Miss**

**No Score** – Die is removed from the ring.



**Hit**

**Player gains 1 HIT Die**  
Unless the Hit is Blocked or Countered.



**Block**

**Blocks 1 opponent's HIT**  
No Score to either player.



**Counter**

Blocks and Counters an opponent's HIT.

**The Player with the Counter result gains 1 HIT Die**



**PIN**

If the opponent is 'PIN'able a Player may set the PIN result to one side and attempt to PIN at the end of the round.



**BLOCK or COUNTER results have no effect unless they are played against an opponent's HIT.**



**Once played against an opposing HIT a COUNTER may not be Blocked or Countered.**

## RE-ROLLS "To PIN or not to PIN"

If a player cannot, or does not wish to attempt to PIN their opponent in a round (see PIN Rules) they may decide to re-roll any dice showing a 'PIN' result.

They may do this **only once** with each PIN result. If the result of a re-roll is another PIN then the die is removed from the ring until the start of the next round.

## ROLLING FOR DAMAGE

For each HIT or Counter result scored in a round, a player may roll their green "HIT Die" once and score against their opponent reducing their strength as follows:

### HIT DIE RESULTS

Damage to Opponent



**Backhand Chop** Score 1 Point



**Forearm smash** Score 1 Point



**Drop kick** Score 1 Point



**Choke hold** Score 2 Points



**Chair smash** Score 2 Points



**Table slam** Score 3 Points

**IMPORTANT-** When using the Advanced rules some of the above scores may be over-ruled by bonuses or penalties shown on the Advanced Wrestler Cards.



When rolling for damage, and for any rolls made after this stage in a round all dice rolled will count even if they come to rest outside the play area.

## LUCHADOR DIE (Signature Moves)

Each Luchador! Superstar has a unique set of special attacks or "Signature Moves" which are listed on the player's Luchador! Superstar Card.

If a player has gained 2 or more "HIT" dice in a round, they may choose to trade two of those HIT Dice to gain a Luchador! Die and attempt to perform a Signature Move.

Instead of rolling their green Hit Die twice they can roll the black Luchador! Die once in an attempt to score higher points against their opponent. The player rolls the Luchador! Die and the matching signature move result from their Luchador! Superstar Card is read aloud and the effects applied.

### LUCHADOR DIE RESULTS



**FAIL**

No Score



**Level 1. Success**

See Luchador! Superstar Card for details.

Score 4



**Level 2. Success**

See Luchador! Superstar Card for details.

Score 5



**Level 3. Success**

See Luchador! Superstar Card for details.

Score 7



**INJURY** You are stunned for the next round.

You may roll only 3 wrestling dice in the next round. See Stun Rules.

## DEFENSIVE PLAY

### HOLDING A BLOCK

If a player's strength score is getting low, or a player is in danger of dropping below the PIN level, they may choose to fight defensively.

If at the end of a round they have a **Block** result that has not been used against an opponent's **Hit**, they can choose to hold that **Block** over to use in the next round.

They set that die to one side and at the start of the next round they roll their remaining three Wrestling Dice. The player then adds the **Block** result into the ring and the match continues as normal.

They can only do this with one **Block** and it cannot be held over for more than one round.

*Fighting defensively by holding back Blocks can be a useful strategy if your wrestler is getting low on Strength points or if you are trying to keep them out of the PIN zone.*

## STUN RULES

During the game a player's Luchador! may be **STUNNED** in the following ways,



by an opponent rolling a **STUN** result against them on a PIN die



by rolling an **INJURY** result on their own Luchador! die; or



by rolling a **MISS** result when trying to tag-out during a Tag-Team match.

**If STUNNED a player will lose one Wrestling Die and must roll only three Wrestling Dice in the next round.**

**A STUN effect lasts for one round only.**  
*When the round ends the player regains the lost Wrestling Die.*

**Only one STUN effect can be applied to the same wrestler in any round.**  
*A player may not lose more than one Wrestling Die in a round because of STUN. Any other STUN results in the same round are ignored.*

**A STUNNED player may not attempt to tag-out until the STUN effect ends.**

# PIN RULES

Once a player's Strength Score has been reduced to below the level highlighted in red on their Score Track, their opponents, if they have rolled a PIN result on a wrestling die, may attempt to pin them at the end of a round.

## PIN LEVELS

In a two player game (1 v 1) match a player will become PINable when their strength score has been reduced to **14 or lower**,

In a four player tag-team game wrestlers are PINable when their strength score has been reduced to **12 or lower**.

After the Wrestling dice have resolved, and HIT dice and Luchador! scores have been deducted from Strength Score Cards, players may make one PIN attempt for each PIN result they have set aside in that round.

To make a PIN attempt roll the **yellow** PIN die. The possible results are:



### NO PIN

Pin attempt Fails *No effect.*



### PIN

Pin attempt Succeeds.  
*Three Count Rule begins.*



### STUN

Opponent is stunned for the next round.

*The opponent is stunned and may roll only 3 wrestling dice in the next round. See Stun Rules.*



### VIVA LUCHADOR!

In true Luchador! style, you decide to show off to the crowd rather than end the match.

*Increase your Strength Score by 1 point.*

## WHO PINS FIRST?

If both players have set aside PIN results in the same round then the player with the highest current strength score gets to roll their yellow Pin die first. If the scores are even then the two opposing PIN results cancel each other out.



## THE 3 COUNT RULE

If a player rolls a successful PIN result on their yellow PIN die the 'Pinned' opponent must immediately attempt to escape from the PIN. If they fail to do so they are out of the game and the opposing player or Tag-Team wins!

### THE 3 COUNT BEGINS:

The Pinned player picks up their 4 Wrestling Dice and is allowed **3 saving rolls** to achieve **3 save results** in order to escape the PIN.

A save result is a 'Block' or a 'Counter'



BLOCK



COUNTER

*(Save results are illustrated by two fists on the Dice)*

After each **saving roll** the player sets aside any **save results** they have achieved and makes the next **saving roll** with the remaining dice.

If the player succeeds in rolling **3 save results** within their **3 attempts**, they have broken the PIN and have escaped to fight for another round.

## THE REFEREE'S COUNT

When a player is attempting to escape from a PIN, the opposing players are encouraged to take on the role of the Referee and count each **saving roll out loud**, as the Pinned player fights to stay in the game.

**"ONE! – TWO! – THREE!"**

and if the player fails to break the PIN they can end the game with an almighty

**"YOU'RE OUT!"**

## THE REVERSE PIN

This applies only to the **first saving roll** during the 3 Count Rule. If the Pinned player rolls **3 identical save results**, (3 Blocks or 3 Counters) on their first roll -



ANY

applies to red, blue, pink or purple dice

or



ANY

applies to red, blue, pink or purple dice

they have reversed the PIN and their opponent must immediately try to escape.

The player who rolled the original PIN result must now try to save as the 3 Count Rule starts for them.

(This is the only time when a player who is not in the PIN zone on their Strength Score Card can be pinned).

## FACING TWO PINS IN THE SAME ROUND

If a player rolls more than one successful PIN result in the same round the opponent must save against each PIN in turn to avoid being pinned.

To save against the first PIN attempt they roll 4 Wrestling Dice as normal to save. If they escape the first PIN they must then face the second PIN, however, the effort taken to break free from the first PIN has weakened them and they lose one wrestling dice.

When trying to escape against the second (or any further) PIN attempt in that round they may roll **only 3 Wrestling Dice** to save. They must still achieve 3 save results in 3 rolls in order to escape.

### ROUND 2

Once all of the above actions have been completed the round ends. The next round then begins following the same order of actions as above.

## TAG-TEAM RULES

### 4 Player Rules (for 2 Teams of 2 players)

*There is only one thing more exciting than a two-player game of Luchador! and that's a four-player Tag-Team game of Luchador! with 2 teams of 2 players battling it out for supremacy in the ring.*



## BEGINNING A TAG-TEAM GAME

Players decide on their teams and agree who will enter the wrestling ring first for each Tag-Team.

All players take a Luchador Superstar card and Strength Score Card turned to the "4 Player Tag-Teams" side with a Strength Marker placed on the start space marked 18.

Each player takes one set of dice (4 Mexican Wrestling Dice, one Hit Die (green) and one Pin Die (Yellow)).

The 2 Luchador! dice are set to one side until required.

**A Tag-Team match begins and is played as per the two-player rules, with only one player from each team playing (or being in the ring) at any time.**

During the match players can choose to Tag their teammate and leave the ring allowing their Luchador! partner to step in to continue the fight.

## TO WIN A TAG-TEAM GAME -

A team must defeat one member of the opposing Tag-team, either by a successful PIN or by reducing their strength score to zero or below to win by a Knock-Out.

### Alternative Rule:

*If agreed by all players before the game, lone players may fight on after their teammate has been KO'd or Pinned. Once both members of the team have been pinned or KO'd the match is over.*

## TAGGING OUT

To trade places, the players must "Tag" their Tag-Team partner by giving them a 'High Five' (slapping each other's palms).

Failure to 'High Five' means the Tag does not count and the player must remain in the ring for the next round. Following the 'High Five' the player **leaving the ring**, must roll one wrestling die.

A roll of 'Miss' means the opponent has grabbed the player trying to tag-out and has dragged them back into the ring so they fail to tag-out and must fight in the next round.

In addition a player who fails to tag-out in this way is "stunned" and has to fight the next round using only three wrestling dice. *See Stun rules.*

All other results on the Wrestling die mean they have successfully tagged-out.

## LEAVING THE RING

When a player successfully tags-out they gain one point of Strength back. They move their Strength Marker up one place on the Strength Score Card and their partner steps into the ring to begin the next round.

The objective in a Tag-Team match is to use tagging to prevent either player in a team from getting Pinned or KO'd too soon.

**Players should communicate and agree between them when to Tag and trade places.**

# QUICK START GUIDE

## FOR BASIC TWO-PLAYER GAME

Set out the Luchador! Arena (playing board) diagonally between the two players. One player plays from the 'Blue' corner, the other from the 'Red' corner.

Each player then takes the following items:

- 4 Wrestling Dice,  
*(The player in the Blue corner takes the 4 blue dice, the player in the Red corner takes the 4 red dice)*
- 1 Green HIT die,
- 1 Strength Marker (disc)
- 1 Strength Score Card
- 1 Yellow PIN die,
- 1 Luchador! Superstar Card

Each player sets their Green HIT die and their Yellow PIN Die beside the board in their corner. Set the Black Luchador! (Signature Move) die to one side of the board.

Each player turns their Strength Score Card to the side marked "Two Players" and sets their Strength Marker on the space marked "START" (number 21) on their Strength Score Card.

## ROUND ONE

### ROLL THE WRESTLING DICE

Both players simultaneously roll their four Wrestling dice.

Dice that come to rest on or touching the board will count. Dice not touching the board are considered to be out of the ring and will not count in this round.

**RE-ROLL PIN RESULTS** If an opponent's Strength is above the PIN Level marked on their Strength Score Card a player may re-roll any PIN results at this point.

*If the result of a re-roll is another PIN then the dice is removed from the ring and will not count in this round.*

In later rounds, if an opponent becomes 'PIN'able a player may choose to set any PIN results to the side of the board and hold them until the end of the round when they may attempt to PIN the opposing player.

*A player becomes 'PIN'able when their Strength Score has been reduced down to (or below) the Pin Level marked on their Strength Score Card*

**RESOLVE THE DICE** - Play off the blue dice against the red dice as follows:



**Miss** No Score – Die is removed from the ring.



**Hit** Player gains 1 HIT Die  
Unless the Hit is Blocked or Countered



**Block** Blocks 1 opponent's HIT No Score to either player.



**Counter** Blocks and Counters an opponent's HIT. The Player with the Counter result gains 1 HIT Die



**PIN** If the opponent is 'PIN'able a Player may set the PIN result to one side and attempt to PIN at the end of the round.

## ROLL FOR DAMAGE

Once the dice have been resolved players then roll their green HIT dice (once per each HIT or COUNTER they have scored)

*The Results for the HIT die are shown on the player's Strength Score card and on the back cover of this rule book.*

## LUCHADOR SIGNATURE MOVES

**Alternatively** - if a player has scored two or more HITs or COUNTERS in the round they can choose to give up two rolls of the Green Hit Die and instead roll the black Luchador! Die once to attempt a special Luchador Signature move. *Details of each wrestler's unique Signature Moves and the damage points they score are shown on the Luchador! Superstar Cards.*

## RESOLVE DAMAGE

Both players then deduct any points scored against them from the current Strength Score marked on their Strength Score Card

## PIN ATTEMPTS

Any player with a PIN result held over can now attempt to PIN their opponent by rolling their yellow PIN Die. *(See PIN Rules - page 10)*

## END OF ROUND ONE

If there are no successful PIN attempts then Round One ends and Round Two begins and is played following the same pattern as above.

## THE WINNER

The winner is the first person to reduce their opponent's Strength Score to zero or below, or the first to successfully PIN their Opponent.

# EXAMPLE OF PLAY

This action takes place several rounds into a game when both players' strength scores have been reduced below 14 and they can be Pinned. For this example players are using the red and blue wrestling dice.

Both players roll their four Wrestling Dice at the same time.

**Player 1 (red) - EL PERRITO**  
(currently on 12 strength points) rolls

2 Hits, 1 Counter and 1 Pin



**Player 2 (blue) - LA TORMENTA**  
(currently on 10 strength points) rolls

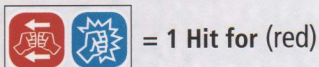
3 Hits and 1 Block



## EL PERRITO

Holds his (red) Pin to the end of the round.

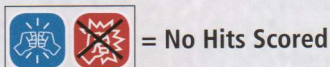
His (red) Counter result blocks 1 (blue) Hit and changes it into 1 extra Perrito Hit.



Player 1 moves both dice into his corner.

## LA TORMENTA

His uses his (blue) Block to cancel 1 (red) Perrito Hit.



Player 2 removes both dice from the board.

The results in this round are:

## EL PERRITO

has scored two HITS and one PIN.



## LA TORMENTA

has scored two HITS.



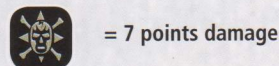
The players then decide how they will use the Hits they have scored.

**EL PERRITO** chooses to roll his green HIT Die once for each of his two Hits and rolls a Backhand Chop and a Table Slam.



**La Tormenta** takes a total of 4 points damage reducing his strength to 6 points.

**LA TORMENTA** chooses to take the option to sacrifice his 2 HIT Die to attempt a Signature Move. He rolls the black LUCHADOR Die and rolls a Level 3 Success (Meteor Storm).



**El Perrito** takes a total of 7 points damage reducing his strength to 5 points. But **El Perrito** still has a PIN result to resolve - see overleaf

**El Perrito** set one **PIN** result aside earlier in the round so so he rolls his yellow **PIN** die and.. It's a **PIN**



His opponent must immediately try to save.

**La Tormenta** must roll his 4 Wrestling Dice to see if he can escape the PIN. He has 3 rolls to achieve 3 saves. (a Block or a Counter result counts as one save)

### THE 3 COUNT RULE BEGINS!

The Referee and crowd shouts, **ONE!**

**La Tormenta** rolls and the result is:

1 Block      2 Misses      1 Hit

roll 1



Save



**La Tormenta** puts the Block result aside knowing that he needs 2 more saves to escape the PIN. The Referee and crowd shouts, **TWO!** He rolls the three remaining dice and the result is:

2 Hits      1 Pin

roll 2



Oh oh! No saves that time, he only has 1 chance left or he will be out of the game.

The Referee and crowd shouts, **THREE!** He rolls the 3 dice again and the result is:

1 Hit      1 Block      1 Counter

roll 3



Save



Save

**LA TORMENTA** has achieved 3 save results and kicks out to escape the Pin attempt. He lives to fight for another round.

## DICE REFERENCE TABLES

### WRESTLING DIE RESULTS



MISS

Remove any wrestling dice showing this result from the ring until the start of the next round.



HIT

Roll one Green Hit Die for each HIT result which has not been Blocked or Countered.



BLOCK

Block one opposing HIT result.

*Has no effect if there are no available HITs to block.*



COUNTER

Counter one opposing HIT. Counts as a HIT if paired with opposing HIT result.

*Has no effect if there are no opposing HITs to counter.*



PIN

At the end of the round roll one Yellow Pin Die for each PIN result.

*Players may re-roll any PIN results if they cannot or choose not to Pin their opponent on this round. (see PIN rules - page 8)*

### PIN DIE RESULTS



NO PIN

Pin attempt Fails

*No effect.*



PIN

Pin attempt Succeeds.

*Three Count Rule begins.*



STUN

Opponent is stunned for the next round.

*The opponent rolls only 3 wrestling dice in the next round. (Stunned players may NOT Tag Out.)*



VIVA LUCHADOR!

In true Luchador style, you decide to show off to the crowd rather than end the match.

*Increase your Strength Score by 1 point.*

### HIT DIE RESULTS

Score



BACKHAND CHOP

1



FOREARM SMASH

1



DROP KICK

1



CHOKE HOLD

2



CHAIR SMASH

2



TABLE SLAM

3

### LUCHADOR! DIE RESULTS



FAIL

No Score



Level 1. Success

Score 4



Level 2. Success

Score 5



Level 3. Success

Score 7



INJURY

You are stunned for the next round. You may roll only 3 wrestling dice in the next round. (Stunned players may NOT Tag-Out.)

# LUCHADOR! ADVANCED RULES



# LUCHADOR!

## MEXICAN WRESTLING DICE

# ADVANCED RULES

The basic rules of Luchador! Mexican Wrestling Dice were created to make this game as quick and as easy to learn as possible. Their simplicity and balance mean that new players can be enjoying the thrills, excitement and fun of Luchador! within minutes.

The advanced rules explained on the following pages are designed to expand on that game and bring a greater sense of reality and strategy for those players who wish to take their Luchador! to the next level.

## ADVANCED SET UP

To play using the Advanced Rules the game is set up as described in the Basic Rules but in addition to a Luchador! Superstar Card, and a Strength Score Card, each player also takes the Advanced Luchador Card which corresponds to their chosen Luchador.

Luchador! Superstar Card

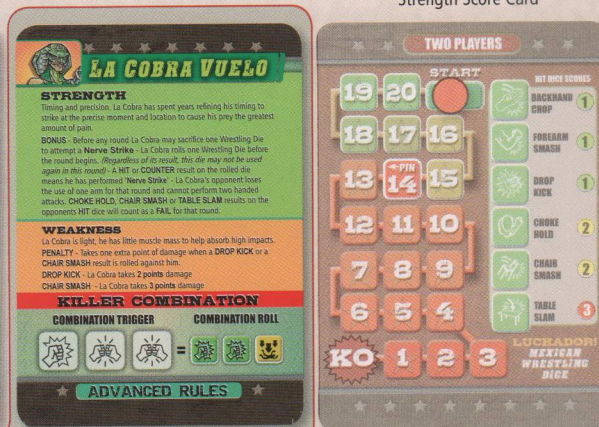


**LA COBRA VUELO**

- VENOM STRIKE** 4  
La Cobra rotates his arms in a "windmill" motion, then kicks his opponent under his chin with a scorching blow that lifts his target off his feet and flings him back onto the ropes.
- TAIL FLICK** 5  
Standing on one leg, the other knee raised, arms forming the shape of a King Cobra's hood, La Cobra stares deep into his opponent's eyes. The crowd hushes in awed silence. As his opponent charges, La Cobra kicks out with his standing leg, striking at his opponent's head, as the crowd shrieks with hurried delight.
- NIIGHT OF THE COBRA** 7  
La Cobra charges towards the edge of the ring. Rebounding off the ropes he dives head first at his opponent. His untidy prey finds the full force of La Cobra and is sent crashing to the mat.
- FAIL**
- FAIL + INJURY** Stunned for 1 round

Advanced Luchador! Card

Strength Score Card



**TWO PLAYERS**

**START**

19	20		
18	17	16	
13	14	15	
12	11	10	
7	8	9	
6	5	4	
KO	1	2	3

**NET ONE SERIES**

- BACKHAND CHOP 1
- FOREARM SMASH 1
- DROP KICK 1
- CHOKO HOLD 2
- CHAIR SMASH 2
- TABLE SLAM 3

**KILLER COMBINATION**

COMBINATION TRIGGER = COMBINATION ROLL

**ADVANCED RULES**

**STRENGTH**  
Timing and precision: La Cobra has spent years refining his timing to strike at the precise moment and location to cause his prey the greatest amount of pain.  
**BONUS:** before any round La Cobra may sacrifice one Wrestling Die to attempt a **Nerve Strike**. La Cobra rolls one Wrestling Die before the round begins. Regardless of its result, this die may not be used again in this round. A HIT or COUNTER result on the rolled die means he has performed 'Nerve Strike'. La Cobra's opponent loses the use of one arm for that round and cannot perform two handed attacks. CHOKO HOLD, CHAIR SMASH or TABLE SLAM results on the opponent's HIT dice will count as a FAIL for that round.

**WEAKNESS**  
La Cobra is light, he has little muscle mass to help absorb high impacts.  
**PENALTY:** takes one extra point of damage when a DROP KICK or a CHAIR SMASH result is rolled against him.  
**DROP KICK:** La Cobra takes 2 points damage  
**CHAIR SMASH:** La Cobra takes 3 points damage



When playing the advanced game all basic Luchador rules of play apply.  
(Unless specified in the advanced rules section).

There are two main additions to the standard rules when playing the Advanced Game.

They are:

## LUCHADOR STRENGTHS & WEAKNESSES

In Lucha Libre, no two Luchadors fight the same way. By giving each Luchador in the game specific Strengths and Weaknesses it brings a greater level of reality to the game and creates new strategic choices for players as they learn how to use their chosen Luchador's abilities to help them to win.

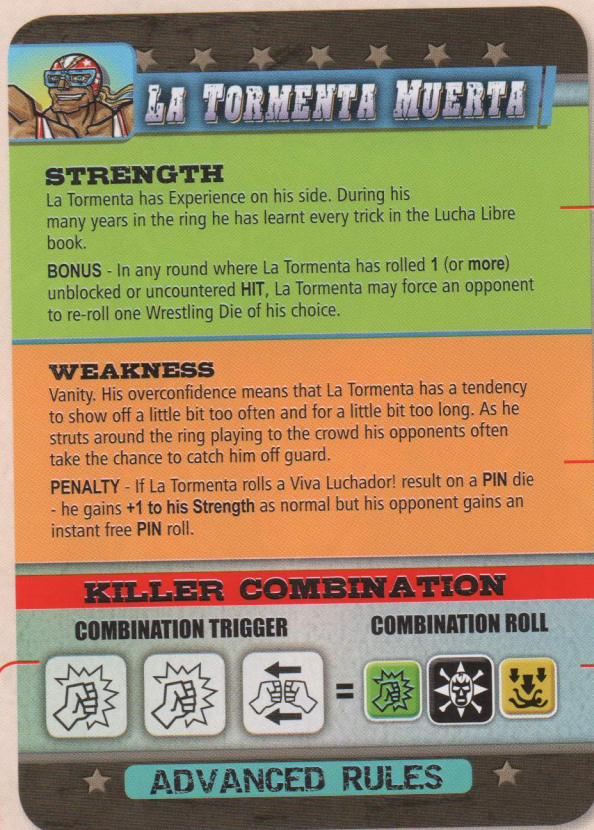
## KILLER COMBINATIONS

In the Advanced Game, in addition to the basic choices to make Pin attempts, roll Hit die, or trade two Hit Dice to buy a roll of the Luchador Die, each wrestler gains the ability to hold over dice results in order to perform a unique Killer Combination attack.



# ADVANCED LUCHADOR! CARD

The Advanced Luchador! Card gives each Luchador specific strengths and weaknesses and details of the wrestler's unique "Killer Combination" attack.



The card features a header with a starburst graphic and the name "LA TORMENTA MUERTA" in a stylized font. Below the header, the card is divided into three main sections: Strength (green background), Weakness (orange background), and Killer Combination (red and blue background). The Strength section includes a description of the wrestler's experience, a bonus for rolling a 1 on a die, and a weakness section describing the wrestler's vanity. The Killer Combination section shows a trigger of three dice (two with the number 1 and one with a hand) and a roll of three dice (one with a skull, one with a hand, and one with a lightning bolt). The card is labeled "ADVANCED RULES" at the bottom.

**COMBINATION TRIGGER**  
The Dice results required to activate the Luchador's Killer Combination.

## STRENGTH

Shows the Luchador's strength and any resulting bonuses that apply.

## WEAKNESS

Shows the Luchador's weakness and the resulting penalties that apply.

The Advanced Luchador! Cards may show results on HIT, PIN and LUCHA dice that differ from those shown in the basic rules, on the Score Cards and on the Luchador Superstar Cards.

When Playing the Advanced Game results and scores shown on an Advanced Luchador! Card take precedence and automatically over-rule any other results shown.

## COMBINATION ROLL

If the Killer Combination is activated the player rolls this combination of dice against their opponent.

## LUCHADOR STRENGTHS & WEAKNESSES

In the Advanced Game the bonuses and penalties marked on the player's Advanced Luchador Cards should be applied. Any HIT, PIN or LUCHADOR dice results or scores marked on these cards over-rule those that apply in the basic game.

## KILLER COMBINATIONS

When playing the Advanced Game, players have the ability to plan and attempt powerful Killer Combination attacks. Each wrestler has their own unique Combination Trigger, which is a specific set of dice results needed to allow them to attempt their Killer Combination.

### Activating a Killer Combination

Killer Combinations can only be attempted against an opponent when their Strength has been reduced below the Pin Level.

To activate their Killer Combination a player must achieve a specific set of results on their wrestling dice. This set of results, known as a Combination Trigger, is different for each wrestler and may be achieved two ways;

- by rolling the required dice results to achieve their Combination Trigger in any one round; or
- by holding over dice to collect the results required to achieve their Combination Trigger over two or more rounds.

### Rolling the Required Results in one round

If a player rolls all the required results needed to achieve their Combination Trigger during any round, they may choose to attempt their Killer Combination rather than roll hit dice, or Lucha dice in the normal way. *(see example of play overleaf)*

**Note:** any dice results used in this way may not be used for any other purpose in that round.

## EXAMPLE OF PLAY

**El Perrito** (current Strength 17) v **La Cobra** (current Strength 12):

**El Perrito's** Combination Trigger is  
**1 Hit, 1 Counter and 1 Block**

The round begins and both players roll their wrestling dice.

**La Cobra** rolls - **2 Misses, 1 Hit and 1 Block.**

**El Perrito** rolls - **2 Hits, 1 Counter and 1 Block.**

**La Cobra** will use his block to cancel 1 of **El Perrito's** Hits.

**El Perrito** is left with **1 Hit, 1 Counter and 1 Block** (achieving his Combination Trigger) and decides to go for a Killer Combination. He sets his **Hit, Block and Counter** results to one side. The remaining Wrestling dice still in play are resolved as normal.

*NOTE\_ **El Perrito** has set three dice aside and so can not use his **Block** or **Counter** result to cancel **La Cobra's** hit in this round.*

**La Cobra** rolls his Hit dice and scores 2 points of damage against **El Perrito**.

**El Perrito** then attempts his Killer Combination. (For **El Perrito** this means he rolls 1 Pin die & 1 Lucha Die).

The results of these dice are applied as normal.

**IMPORTANT** – Any Pin attempts gained as part of a Killer Combination will always take precedence over any other Pins rolled in a round and should always be resolved first disregarding the normal “strongest player Pins first rule.”

## Holding dice to collect the results required to achieve their Combination Trigger over two or more rounds.

After the initial roll in any round, a player may choose to hold back any resulting Pins, Blocks or Counters. They may also hold back any Hit results **that have not been either Blocked or Countered** in that round.

Any dice held in this way should be placed on to the relevant dice space marked in the Combination Trigger section of the player's Advanced Luchador! Card.

**Dice held on the Advanced Luchador! Card may not be used for any other purpose in the round in which they have been held.**

Dice which are held on an Advanced Luchador! Card remain out of the game and are not rolled at the beginning of any following rounds until either -

**The player achieves the remaining results needed to build their Combination Trigger and chooses to attempt their Killer Combination.**

Killer Combinations are rolled AFTER any other HITS\* scored in a round (by either player) are resolved, but BEFORE any Pin attempts triggered in that round.

*\* If either player's Strength Score is reduced to KO by such HITS the Killer Combination does not happen, and should not be rolled.*

or

**The player chooses to cancel the hold, in which case the player may re-roll the held dice and add the result back into the current round.**

This can be done at any point in any round except in the round in which the dice was initially held.

## Rolling a Killer Combination

Each wrestler has a unique combination of HIT, PIN or LUCHACOR Dice which the player rolls when they have activated their Killer Combination. The combinations are shown on the Advanced Luchador Cards.

**When a player has collected the dice results required for their wrestler's Combination Trigger they can then make a Killer Combination Roll.**

This is done after any other HITS scored in the round by any players have been resolved.

The player gathers the correct type and numbers of dice as marked in the Combination Roll section of their Advanced Luchador! Card and rolls them simultaneously.

The results achieved on these dice are applied as normal.



# THE WAY OF THE LUCHADOR NEW MATCH TYPES

To really earn your Luchador! "chops" you will need to test yourself by following The 'Way of the Luchador' through a variety of match types. Below are some new options for you to play and test your mettle.

## FREE-FOR-ALL MATCH (4 players maximum)

*The crowd wants their Lucha Libre Champion to emerge on top. Will it be you?*

- 1 At the start of each round the eight Combat Order Discs are shuffled, and one is dealt face-down to each player. They must remain face-down and players may not look them at this point.
- 2 Each player takes their four Wrestling Dice and, **on the count of three**, all players role their dice onto the board/ring. Players who fail to roll on 'three' will be considered to have infringed the rules and will have all of their Wrestling Dice eliminated from that round together with any Dice out of the ring or not touching the board. Pin results may be re-rolled as normal.

Each player lines up their dice results on the edge of the board nearest to them. Once this is done all players turn over their Combat Order discs.

- 3 The player with the highest numbered disc goes first and decides how they will use their Wrestling Dice. They can choose to target their dice against one or more opponents.

They first assign any HIT results and state which opponent they are aiming them at.

**IMPORTANT:** Once a HIT or a COUNTER has been assigned and targeted towards an opponent in a Free for All match, only the targeted player can BLOCK or COUNTER that result .

(Other players may NOT try to COUNTER the result). As normal, a successful Counter, can not be Blocked or Countered.

If they have rolled a Counter result they can choose to take any opponent's HIT. The player takes the opponent's Hit result, puts it together with their own Counter result and points it at an angle towards the opponent they wish to target. This can be any player (it does not have to be the player that they stole the Hit from). *(Technically they could block one opponent's strike and redirect that force onto another opponent.)*

In the same way the player can decide to use a Block against an opponent to cancel any Hit result or can decide to hold it and wait to see what the other players choose to do with their results.

If playing with the Advanced Cards, the usual rules apply to holding dice over for Killer Combinations.

- 4 Once this is completed the player with the next highest numbered Combat Order Disc gets to chose how to use their dice.

Once all players have assigned their dice the resulting Hits, Luchador Dice and Killer Combinations are then rolled, again the player with the highest numbered Combat Order Disc goes first. After this any Pin rolls can be attempted, with the attempts being made in that same order as above.

- 5 The Combat Order Discs are collected, shuffled and dealt as before. The next round begins and the match continues as above. **(No-one can tag out.)**

**The winner is the Last Luchador Standing!**

## TAG-TEAM BRAWL!

*There are a lot of rivalries between different Luchador factions and the only way to settle differences is in the ring.*

You can now play Luchador! Tag-Team rules with three or more tag teams.

- 1** The Match starts with one player from each of two teams in the ring. To decide which teams start, the Combat Order Discs are shuffled and spread out face-down on the table. Each team draws one disc. The two teams with highest numbered discs begin the match.
- 2** When tagging-out a player may choose to tag **any player** around the table regardless of which team they're fighting for. The only exception is that you cannot tag-in a player to face their own teammate.
- 3** A Player may not refuse a tag and must step into the ring if challenged to do so. **Failing to accept a tag will result in instant disqualification of a wrestler and that team.**

Normal Tag rules apply - the player leaving the ring must roll one wrestling die. Any result except for a MISS means they can leave the ring and gain one point of Strength back. A MISS result means they lose one die and must remain in the ring for another round.

- 4** All other Tag-Team Rules apply.

*Hint, there is a strategy here to force other teams to tag-in to give your wrestler a chance to heal one point and also to force the other teams to damage each other, which may give you a better chance to win.*

## CAGE MATCH

*The crowd goes crazy as The CAGE is lowered and surrounds the ring. There is no place to hide for any Luchador this day..*

This is a very simple variant to Individual and Tag-Team Matches. All rules are as per standard and advanced rules with the following exceptions to replicate the Cage Match.

- 1** All Wrestling Dice rolls apply **including** those landing off the board or outside the ring.
- 2** All CHAIR and TABLE slams cause **+1 additional damage** as the Luchadors are being slammed against the Cage. This is in addition to any bonuses already added if playing by the advanced rules.
- 3** Players take **+1 damage** automatically for each MISS they roll. (This indicates they have bashed themselves against the cage during this round.)

## WINNING A CHAMPIONSHIP BELT

**A Championship Belt is won by the first player or Tag Team to win either 5 Matches in total, or win 3 Matches in a row.**  
*(The wins can be gained against the same opponent or against different opponents.)*

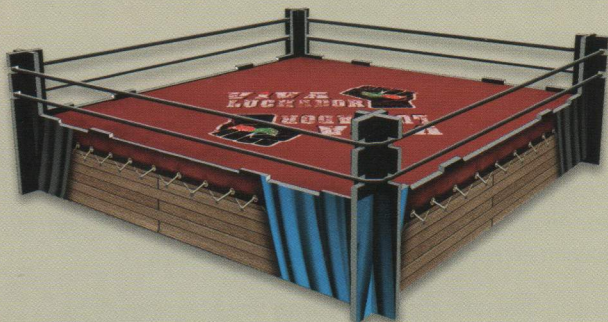
### Who can Challenge a Champion

The current Title Holder(s) can only be challenged for a title by another player or team if the challenging player or team has won 5 Matches in total or has won 3 Matches in a row after the time when the Title Holder won the Championship Belt.

**A Challenge is fought as a 3 Match event with the player that wins two out of three Matches winning the Title Belt.**

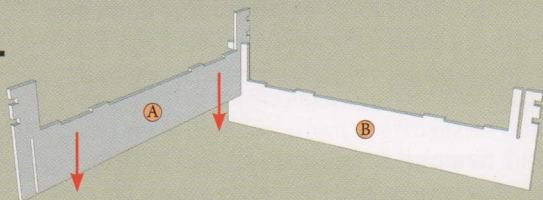
If the challenger(s) lose the Challenge Match, they must wait until they win 5 new Matches (after losing the Challenge), or again win 3 Matches in a row before they can challenge for the Title again.

# BUILDING THE LUCHADOR RING

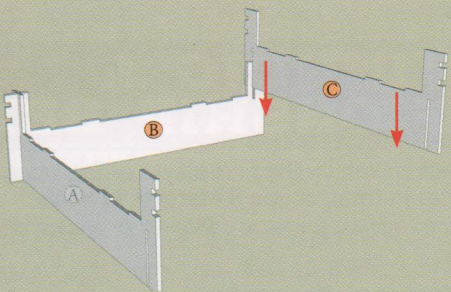


Steps 1-3. Slot side panels A,B,C and D together.

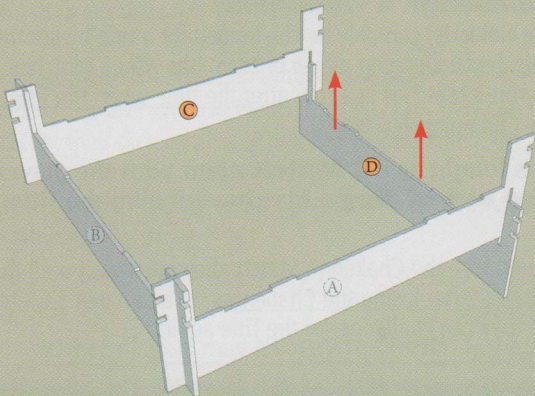
1.



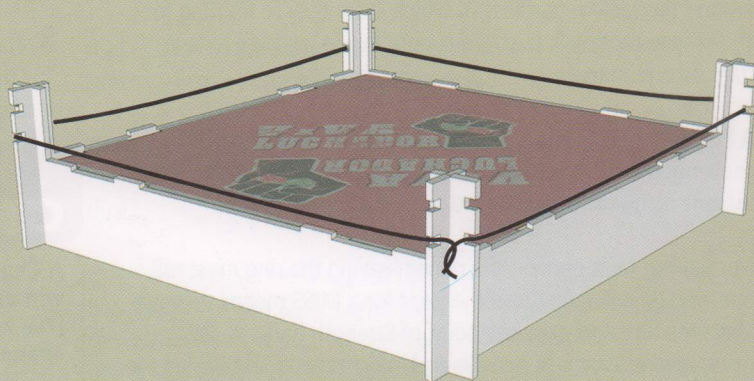
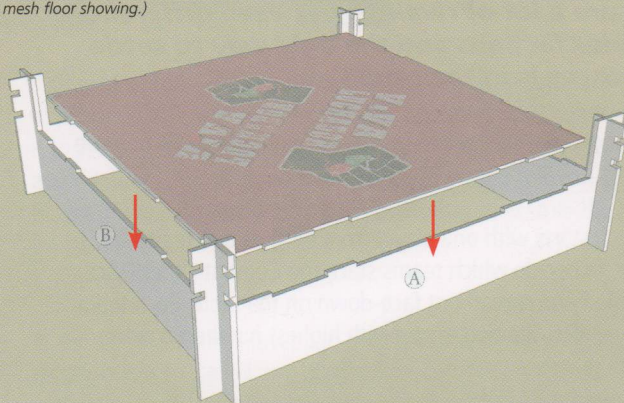
2.



3.



4. Place ring base into position between the corner posts.  
(The ring base is reversible and can be used with either a canvas floor or a steel mesh floor showing.)



5. Create the bottom rope by feeding one length of the elastic cord around the ring, placing it into the lower slot on each post. Tie the ends in a secure knot at one corner and cut off any excess cord.
6. Repeat step 5, placing the cord into the upper slot on each corner post to create the top rope.

**Ensure that the ropes are not tied too tightly around the ring as this may make it difficult to dismantle and could damage the corner posts.**



**WARNING** THIS PRODUCT IS NOT A TOY - NOT INTENDED FOR USE BY PERSONS 3 YEARS OLD OR YOUNGER.  
NOT SUITABLE FOR SMALL CHILDREN. CHOKING HAZARD - CONTAINS SMALL PARTS. STRANGULATION HAZARD - CONTAINS LONG CORDS.