



Fairy Meat Alternative Rules

Some optional Fairy Meat rules, including an alternative combat method.

Decks, Discards and Damage

Stacking the Odds

When there are numerous players it is a good idea to have a Fairy Deck comprising of more than 1 normal 52 card deck of playing cards shuffled together. In this case, the inclusion of extra jokers is optional.

You also might like to consider 'Stacking the Fairy Deck'. Two main variations readily spring to mind:

1. Alter the Trump Cards spread. Use a second deck to add in more Trumps, or just taking out some of the Numbered card suits (eg 2 to 10 of Clubs and Diamonds) will have a similar effect. Best to keep the balance of red and black even. This can be especially interesting when coupled with the alternative combat system also proposed here, giving players more variation. Or you could remove some of the Trump cards, making less of them available. This will make combat much more dependent on one shot highest Numbered card draws of course.
2. Alter the Numbered cards spread. This can include removing certain values, and/or adding more of certain values. Either way, the probability of drawing the values altered will be affected. Removing more of the median numbers (4,5,6) and/or adding more of the extreme numbers (2,3,9,10) will make combat more risky and more bloody. Doing the opposite will make combat a slower affair where combatants are never likely to win by very large margins. This latter variation, especially when coupled with '1' above (including more Trumps), can make Trumps more important to the game, since they will tend to provide more significant differences between overall values obtained during combat.

It is probably best to still balance the colours and keep them even, although some fun could be had by not doing so. If you play with the alternative combat system proposed here, this could make things very interesting as it is then more likely that a fairy is going to get caught out as a Naughty Little Cheat but not being able to play Trump and Numbered cards of the same colour.

Altering the deck construction will of course also have an effect on other parts of play apart from combat – its just that this is probably the most exciting part. Any alteration to the deck will increase the likelihood that 2 or more fairies will get the same value Order card for one thing. You could of course have a Fairy Combat Deck that is stacked in some peculiar way, but only used for combat, and another, normal deck that is used for all other aspects of the game.

Experiment and have fun, but remember it is polite to inform other players that you have stacked the deck and get their agreement before playing. And no, having your own stacked deck whilst everyone else is playing from a normal deck is not really on.

Spoils Heap

Instead of reshuffling the Fairy Deck at the start of every round, cards used during the course of play are discarded to a common face up pile somewhere central. This is called the Spoils Heap.

When the Fairy Deck becomes exhausted of cards the Spoils Heap is picked up and shuffled and then becomes the new Fairy Deck.

No player is allowed to look through the Spoils Heap or Fairy Deck cards.

This allows players a chance to note what cards have been played and therefore try and remember what cards are left in the fairy deck. Whilst this doesn't matter so much for the original rules, it will complement the new combat rules proposed here.

Nasty Hits

Ace of Spades

Instead of doing just 3 points of damage, the dreaded Ace of Spades doubles the damage dealt out in any combat where it appears.

Nasty Hits Effects

Where 3 or more damage is done to a Fairy in one blow, it is considered a Nasty Hit. At present, the fairy only receives some sort of 'wound' if this is done through the extra damage from the dreaded Ace of Spades card being played in combat – and then it is always a 50% movement penalty. But there's no reason why this can't be extrapolated a little so that whenever a fairy receives such a hefty blow, if it doesn't kill them then they at least suffer some ill consequences from being so viscerously wounded. To this end, let's introduce The Nasty Hits Table:

Card	Effect
0 or less	Spawny Get - Through some unnatural fluke and bending of the laws of time, space and causality, the fairy manages to avoid the blow completely and receives no damage from this attack after all.
1	Narrow Escape - The fairy actually manages to avoid most of the blow and the damage done to her from this attack is halved (round up).
2	Dazed - The fairy must spend the next turn doing nothing. She may still Defend herself if Attacked, but can't count as Posed and gets - 1 card for any Defense, and that is all she can do.
3	Clipped Wings - Half Move (height and distance) from now on and she can't Pounce. 'Kiss' will repair the damage and remove the effects of 'Clipped Wings'. Note 1 'Kiss' repairs the effects of only 1 'Clipped Wings' though.
4	Greivous Bodily Harm - -1 Card far all Combat (Attacking, Defending or Ranged) from now on. 'Kiss' will repair the damage and remove the effects of any 'GBH' a fairy has suffered. . Note 1 'Kiss' repairs the effects of only 1 'GBH' though.
5	Brains Rattled - Lose a Twinkle point permanently. If a fairy has no Twinkle points then she takes an extra point of damage instead.
6	Panicked - The fairy must act when her Order number is first called each round from now on. If she ever gets a 'Confused' result on the Nasty Hits Table whilst 'Panicked' then it has no effect and the effects of 'Panicked' are removed.
7	Confused - The fairy must act when her Order number is last called each round from now on. If she ever gets a 'Panicked' result on the Nasty Hits Table whilst 'Confused' then it has no effect and the effects of 'Confused' are removed.
8	Berserk - The fairy is incensed and immediately goes into a killing frenzy, turning all her remaining Live points to Kill points. If the fairy was 'Confused', 'Panicked', 'Frightened' or 'Maddened' when she goes berserk, all such effects are removed. She must move towards the nearest fairy, friend or foe, by the fastest movement type and attack them if not already engaged in combat. She may Rush and Wrestle if she wants. If the nearest fairy is a dead fairy then she may move towards this with the idea of eating it. Once the berserk fairy has a dead fairy in her possession she must spend each round eating it until it is all gone. If another fairy tries to take her precious meal from her then she will attack them. Once she has consumed her meal she will return to normal and the effects of 'Berserk' will be gone. Use the Fairy Meat Rule book rules (p.18) for attacking your own fairies.
9	Bleeder The fairy takes 1 Damage at the start of every turn immediately for every Order card she draws that is a Trump. 'Kiss' will repair the damage and remove the effects of a 'Bleeder' a fairy has suffered. . Note 1 'Kiss' repairs the effects of only 1 'Bleeder' though.
10	Gusher - The fairy takes 1 Damage at the start of every turn. 'Kiss' will repair the damage and remove the effects of a 'Gusher' a fairy has suffered. . Note 1 'Kiss' repairs the effects of only 1 'Gusher' though.
10 or More	'Er 'ed's come clean orf! - She's Dead Jim. Sorry, you can't 'Kiss' that better.

When a fairy takes 3 or more points of damage from a single attack then she should draw a card from the Fairy Deck.

If she draws a Joker then she has lucked out big time. She takes only half whatever damage was originally dealt out, and does not receive a Nasty Hit after all.

If she has drawn a Trump card then she keeps it and draws again. She continues to draw cards until a Numbered card is obtained.

Once a Numbered card is obtained modify its value by:

- Adding 1 to it for every point of damage over 3 received from this attack;
- Adding 1 to it for every black Trump pulled;
- Subtracting 1 from it for every Red Trump pulled.
-

The final value is compared on the Nasty Hits Table to determine the result, which is applied immediately.

Fungus

Fairy Meat Rulebook, p.20. To be used in conjunction with 'Nasty Hits'.

Diamonds

Diamond Trumps will cure 1 of the conditions of 'Panicked' or 'Confused'.

An Ace of Diamonds will restore 1 Twinkle point lost to 'Brains Rattled'.

Clubs

Club Trumps will cure 1 of the conditions: 'Clipped Wings' or 'GBH', that a Fairy may be suffering from – where a fairy has more than one the player may choose which.

An Ace of Clubs will cure all the above conditions a fairy may be suffering from.

Hearts

Heart Trumps will cure 1 of the conditions: 'Bleeder' or 'Gusher', that a Fairy may be suffering from – where a fairy has more than one the player may choose which.

An Ace of Hearts will cure all the above conditions a fairy may be suffering from.

Joker

The fairy immediately pulls for an effect from the Nasty Hits Table as she has been poisoned by the mushroom. This is an addition to the original rules.

Fairy Meat Alternative Combat System

This is the nuts and bolts of the new proposed combat system. This gives greater control and decision making to the player during combat, basically introducing the concept that not always highest card value wins.

1. The Fairy whose turn it is is deemed to be the Attacking Fairy. The Fairy (or Fairies) they are attacking is the Defending Fairy (or Fairies).
2. The Attacking Fairy draws a number of cards equal to their current Kill Points, applying the usual modifiers for weapon etc. and getting the usual 1 extra card for being the Attacking Fairy. This is their Combat Hand. After looking at their cards, the player must state at this point whether they will add or subtract Trump cards from the value cards played – this will be the same for each and every Trump card played for this combat.
3. The Defending Fairy draws a number of cards equal to their current Live Points (or Kill Points if Wrestling), applying any modifiers as usual. This is their Combat Hand. After looking at their cards, the player must state at this point whether they will add or subtract Trump cards from the value cards played – this will be the same for each and every Trump card played for this combat.
4. It is now the Attacking Fairies first attack. Simultaneously, the Attacking and Defending Fairy select a number of Trump cards from their Combat Hand that they wish to use. Trump cards selected by each fairy from their Combat Hand must be of the same colour. Each player places these cards face down on the table and then reveals them to the other simultaneously.
If a player has not drawn any Trump cards, or does not wish to use any at this time then they simply state 'None'. In this case, their opponent does not have to turn over and reveal their own Trump cards played, but leaves them face down.
5. Each player now selects one Numbered card and places it face down on their respective Trump cards. They are then turned over and revealed to the other simultaneously.
 - If the Number Cards are the same colour (both red or both black) then the highest overall value (after considering Trumps and penalties) wins.
 - If the Number Cards are different colours (1 red and 1 black) then the lowest overall value (after considering Trumps and penalties) wins.
 - If a fairy's Trump cards are the same colour as her Numbered card, then she must use them to modify the value of her Number card in whichever way she previously stated (step 3 above).
 - If a fairy's Trump card is a different colour to her Numbered card then she is a naughty little cheating Fairy who has been caught out. As such she is penalised and her opponent may apply those Trumps to modify the value of both her own Numbered card and the Numbered Card of the Naughty Cheating fairy. This can make for a right old mess when both fairies are Naughty Little Cheating Fairies.
 - If one fairy did not play and Trump cards and the other fairy did, then the face down Trump cards do not have to be used. The player may decide whether to reveal and apply the Trump cards, or leave them face down and not use them, after the Numbered cards have been revealed. If they are not revealed and used then that fairy cannot be caught out as a Naughty Little Cheating Fairy.
6. The outcome is determined by the difference in overall value between the winner and loser:
 - Subtract the lowest overall value from the highest overall value;
 - Halve the above result, rounding any fractions up to the nearest whole number. This gives the number of points scored by the winner.
 - If the Attacking fairy is the winner then they cause 1 point of damage against the Defending fairy for every point scored – apply this immediately.
If you would rather use the damage levels as indicated on p.11 of the Fairy Meat Rulebook, then use a modified version. Compare only the difference between the overall values without halving, where the following damage is inflicted on the losing Defending fairy:
 - 1 point if the difference is 4 or less;
 - 2 points if the difference is 8 or less;
 - 3 points if the difference is 9 or more.
 - If the Defending Fairy is the winner then they gain 1 extra card when it is their turn to attack that Fairy back this turn for each point scored. If they have already had their turn this round then there is no effect. This bonus cannot be applied to attacks against any other foes.
Alternatively, if the Defending fairy is facing multiple attacks from the Attacking Fairy, then they may apply all (or none) of the points scored to the next Numbered Card as if it were a number of Trumps. If they choose this option they may decide whether to apply the points after Numbered cards have been revealed; but they must state their desire to utilise this option when the points are gained. They may only be used in this way against the next attack.

7. Once the attack has been resolved all associated cards played so far are removed to the discard pile.
8. Repeat from step 4 if multiple attacks are being made. Note that each fairy only draws one Combat Hand from which cards for all attacks and defense must be played, with the following exceptions:
 - If a fairy cannot play a Numbered card for an attack or defense then they do not get one. However, they may play a Trump card in its place if they have one, and this then counts as a Wild Trump (p.7 Fairy Meat Rule book). This Trump, along with any others pulled from the Fairy Deck during this process, are applied to the eventual Numbered card revealed in the same manner as above – so there is a very good chance they will be caught out as a Naughty Little Cheating Fairy. Note that a fairy must play a Numbered card if they have one.
 - If a Defending Fairy can play neither a Numbered nor Trump card against a second or subsequent attack from a multiple attack, and they scored points by winning against the previous attack, then they may consider the points won as Wild Trumps. This entitles them to draw from the Fairy Deck for a Numbered card, as with a usual Wild Trump. However, before doing so they must state whether these ‘Wild Trump’ points are black or red, and they are then applied to combat as though they were Trump cards of that colour, comparing them to the eventual Numbered card drawn. The colour of these Wild Trump points must be declared when Trumps cards are normally revealed.

This method is used in exactly the same way for Wrestling fairies, except only their Kill points are used to draw cards. The Attacking fairy is still deemed as being the one whose turn it is, but the outcome is always that the winner inflicts damage on the loser. The only time this is not the case is if the winner decides to forgo dealing out some pain in order to escape the brawl. In the event of a draw, both fairies involved still receive a point of damage each.

Tactical Considerations.

With this combat system, there is then an advantage in attacking both first or last. A fairy that attacks first has the opportunity to try and kill her opponent before they can attack back. But a fairy that attacks second has the chance to significantly increase the cards available for her own attack, if she survives.

There are also various options when playing attacking and defending hands. Choosing to add or subtract Trump Cards so as to produce either as high or low a hand as possible will give maximum benefit if a fairy guesses right as to whether her opponent will play a black or red Numbered Card. Going for an extreme value will then give maximum result and a lot of damage. But this is dangerous, because if a Fairy guesses wrong and her opponent has a value card of the unexpected colour, then it can lead to disaster. The safe option therefore is to use the Trump cards to try and bring card values back around the median value of 5 or 6, so that if a Fairy has guessed wrong with color the points scored by the opponent are minimised.

A player can obviously take most risk when they attack, since they won't take any damage if they guess the colour wrong. This is even doubly so when a Fairy is attacking second, after her opponent, since even if she guesses badly wrong her opponent will gain little benefit. However, attacking second in a crucial round can be fatal. This means that having some choice about initiative card and consequently when one attacks or defends is of considerable importance.

Since the Fairy Deck is not reshuffled at the end of each round, only after it has run out, an astute player can try to keep track of which cards have been played during the course of play. This may allow them to more accurately guess whether their opponent is likely to have red or black Numbered cards. Overall, using this combat method can be more brutal and lead to heavier damage being routinely inflicted.

Combat Example

Dizzytwig's got a Vibro-Master, and she knows how to use it. What's more she plans to use it on Sparklespaz, who's only armed with a Moon Dagger.

Dizzy's got 3 Live and 4 Kill left; but Sparky's been in the wars already and has only 2 Live and 1 Kill.

Dizzy Flutters on over to Sparky and proceeds to set about him. She wants to try and use both the attacks the Vibro-Master allows her. She draws 4 cards for her 4 kill points; 1 extra card for the Vibro-Master's Attak Bonus and 1 extra card as it is her turn and she is the Attacker. However, because she Fluttered, she loses 1 card. This gives her a total of 5 cards.

Sparky draws 2 cards for his 2 Live Points. He also gets an extra card since he has not yet had his turn and still has an Order Card. However, Dizzy's Vibro-Master has a Defense Modifier of -1, so poor old Sparky is down to 2 cards and with 2 attacks to defend against.

Dizzy draws her 5 cards: King of Spades; Queen of Clubs; 5 of Clubs; 4 of Clubs; 3 of Diamonds.

Not great as her highest value is only a 5, but she has 2 Trump cards both black. She states she will be subtracting Trumps, deciding to make her main play of going low on the 4. This is risky, but feels she must have the upper hand over Sparky who only has 2 cards anyway, so wants to try and get a big points win.

Sparky draws his 2 cards: 2 of Diamonds; King of Clubs.

Interesting. He has a Trump that doesn't match his Numbered card, which is the lowest possible.

Sparky declares he will add Trumps. Though he hasn't got any that really matter, he figures he may be able to try a bluff with the Club Trump.

First Attack.

Dizzy slaps her 2 Trump cards face down and Sparky plays his 1 Trump face down. They then reveal them together.

Dizzy notes that Sparky has played a black Trump and declared 'Add' for Trumps, so figures he is possibly going to go with a high black for a Numbered card. This is exactly what she didn't want, since she is aiming for a low, black value, and so wants Sparky to play a red colour Numbered card. Different coloured Numbered cards would then mean the lowest value would win, Knowing Sparky only had 2 cards to play with and figuring he will have tried to play the best option, she decides to change her plan.

Sparky notes with some consternation that Dizzy is probably going for low black. He will have to play the 2 of Diamonds, whatever. He knows that if Dizzy has a black numbered card of 5 or less he is going to lose, since her Trump cards will reduce the value of her Numbered card by 2 (as she elected to 'Subtract') and the fact that his own Trump is a different colour from his Numbered Card means he is going to get caught out as a Naughty Little Cheating fairy. This will allow Dizzy to modify both her own and his Numbered card by 1, any way she likes. He therefore hopes she has fallen for his bluff in playing a black trump. If she now believes he is going to play a high black card, she may think she has to try and play a higher black card of her own to avoid being beaten by a higher card. This means he would then win with a lower Numbered card of a different value. Alternatively, she may decide to play a low red Numbered card herself, but this then means she herself would be caught out as a Naughty Little Cheating fairy, allowing Sparky to use her Trumps to try and beat her.

Sparky lays the 2 of Diamonds face down on his trump as it is all he has whilst Dizzy decides to change her plans radically and go for the 3 of Diamonds which she lays face down on her 2 Trumps. They reveal their numbered cards simultaneously, and each is afforded a wry smile by the other as they realise the other is as much a Naughty Little Cheating Fairy as themselves.

Since the Numbered cards are both the same colour, highest overall value wins.

Dizzy played a 3. Since Sparky cheated she can use his Trump card to modify her own value by one and so takes it upto 4. However, since she also cheated, Sparky uses her Trumps to modify her value by 2 and takes it back down to 2.

Sparky played a 2. Since Dizzy cheated he can also use her Trumps to modify his own value and takes it upto 4. But since he also cheated, Dizzy also uses his Trump to take his value back down to 3.

The final values then are Dizzy 2, Sparky 3.

Sparky can't believe his luck, winning a highest value with a value card of 2.

The difference between their values is 1, halved is a half which rounds back up to 1.

Sparky decides to use this point in defending against Dizzys next attack (rather than save it for extra cards for his own attack against Dizzy, if he survives), since she has multiple attacks and the cards to use them.

If Dizzy had played the 5 of Clubs instead she would have won. Her 5 would have been modified by her 2 Trumps to make it a 3 and by Sparkys cheated Trump to make it a 2. Sparky's 2 would have also been modified by his cheating Trump to make it a 3. So Dizzy would have won since she had the lowest overall value and the Numbered cards played in this case would have been different, making lowest value the winner. This would have given Sparky 1 damage and more importantly, left him completely without a defense against her second attack. Dizzy kicks herself for being taken in by Sparky's bluff and mentally notes it is sometimes better to go through with the plan rather than cheat.

Second Attack.

Unfortunately, Dizzy has used up all her Trumps in the first attack, and so declares 'None'.

Sparky has his Wild Trump point won from the previous attack, and declares this to be 'black'.

Sparky surmises that Dizzy was probably going to play a low, black Numbered card last attack as she played to black trumps that were to be subtracted. This means she must still have a low black card in her hand, and it obviously seemed to be her best attack at the time. So if he can draw a black numbered card from the Fairy Deck then he wants high to try and beat her by having the highest value. Of course he knows that she actually has 2 cards she could play and it is going to be blind luck what he gets from the Fairy Deck, but its as good a guess as any.

Dizzy realises that if Sparky draws a relatively high black card he will beat her, since she only has black cards left. She therefore decides to hedge her bets and play a median value card, the 5, to try and minimise the damage. If Sparky does pull a low red then he will also be cheating and so she will get to use his Wild Trump point.

Dizzy plays her 5 of Clubs face down. Sparky draws a card from the Fairy deck and gets an Ace of Spades! The death card, so someone is going to catch it bad. It also matches the colour of Sparkys Wild Trump point though, so that's good for him. He draws another card, and this time it's the Jack of Hearts. That's not good, because it's a red Trump card. Now Sparky has both black and red Trumps, so no matter what colour Numbered card he pulls he is going to be a Naughty Little Cheating fairy. The third card drawn is at last a Numbered card, the 3 of Hearts. Lower and a different colour to Dizzy's now revealed 5 of Clubs Numbered card, but not good for Sparky as that means he is caught with 2 cheating trumps.

Sparky then has a Numbered card value of 3 that is modified by his one relevant Trump (Jack of Hearts). Unfortunately, Sparky elected to add Trumps back at the start of the combat, and this means his value is taken upto 4. Dizzy then modifies this further for the 2 cheating Trumps (the Wild Trump point and the Ace of Spades) taking Sparky's final value to 6.

Dizzy has a Numbered card value of 5. Sparky's 2 cheating Trumps allow her to use them again to take this value down to 3.

The final values then are Sparky 6, Dizzy 3. Since the Numbered cards were different colours, lowest overall value wins. The difference between the values is 3, halved is 1-and-a-half which rounds up to 2.

But then there's also that nasty old Ace of Spades to add in. That's gotta smart and Sparky is down and doesn't look like he's getting up.

Dizzy starts licking her lips.