

Attacking Berserk or Defensively

Benefits and Penalties when Attacking "Berserk"

ATTACK ranks	Benefit	Penalty
1-7	+ 1 ATTACK die	Lose all PARRY/DODGE and SHIELD.
8-11	+ 2 ATTACK dice	
12-14	+ 3 ATTACK dice	
15 or more	+ 4 ATTACK dice	Defend with ARMOR only.

Benefits and Penalties when Attacking "Defensively"

ATTACK ranks	Benefits		Penalties	
1-7	+ 2 Defense dice	Can not "Whiff". Defend with P/D, SHIELD, and ARMOR.	- 1 ATTACK die	Max Attack roll: 6 - 6
8-11	+ 4 Defense dice		- 2 ATTACK dice	Max Attack: 6 - 6 - 6
12-14	+ 6 Defense dice		- 3 ATTACK dice	Max Attack: 6 - 6 - 6 - 6
15 or more	+8 Defense dice		- 4 ATTACK dice	Max Attack: 6 - 6 - 6 - 6 - 6

Fate Roll Chart

Roll 1 Die. Do not use luck.

6	Massive adrenaline rush. Your gladiator immediately heals 10 health, is concous and not stunned It is your turn. You may fight or quit the battle.
5	Adrenaline dump. Your gladiator immediately heals 7 health, is concous, but is stunned It is your turn, or you may quit the battle.
4	Your gladiator is weakly alive. If you want to 'Stay Concious' roll 1 die, or drop and lose.
3	Your gladiator falls unconcious and loses the fight. He develops an insanity. Roll for a random insanity on the Insanity Table.
2	Your gladiator falls into a 24 hour coma. No fights allowed for until the same time tomorrow. Note the time. Also, he develops an insanity. Roll for a random insanity on the Insanity Table.
1	You stare death in the face. Adrenaline rush. Your gladiator immediately heals 8 health, is concous and not stunned It is your turn. Your gladiator MUST win the fight or will die (even if his health is above -11). If you win and live, roll for a random insanity.