

How many dice to roll when attacking:

- Average your ATTACK skill and WEAPON skill (round down).
- If throwing your weapon, add dice for the weapon's "Throw Bonus".
- If you declare that you are attacking "Berserk", add 1 die.
- If you declare that you are attacking "Defensively", subtract 1 die.
- Declare any Luck dice and add them (use different colored dice for Luck)
- Roll ALL of these dice at the same time and consult the table below.

Attack Table

(1) Roll your ATTACK dice. The highest number you rolled was:							
3 or less	4 one 4	4-4 double 4	5 one 5	5-5 double 5	6 one 6	6-6 double 6	6-6-6+ three+6s
The table below shows how much damage your strike will do:							
1	1	2	2	3	3	3	Critical Strike! count the number of 6s Wpn Bonus: C+1 D+2
Your Attack 'Whiffs' (You Completely Missed)							
You lose Parry/Dodge dice when your opponent attacks back.							
Will a successful hit Stun?							
Stun			Stun		Stun		Stun
(2) Before the hit connects, opponent can block the attack by rolling enough 6s on his DEFENSE roll (ARMOR + SHIELD + PARRY/DODGE):							
Roll to Block -->		6	6-6	6	6-6	6	6-6-6+

Use the first rule that applies:
 If stunned, only roll ARMOR dice. Don't defend with SHIELD or PARRY/DODGE.
 If you attacked 'berserk' last turn, only roll ARMOR dice to defend.
 If you attacked 'defensively' last turn, roll ARMOR + SHIELD + PARRY/DODGE.
 If you threw your weapon last turn, roll ARMOR + SHIELD + PARRY/DODGE.
 If you 'Whiffed' your attack last turn, You lose Parry/DODGE. Roll ARMOR+SHIELD.
 None of the above (normal defense roll): Roll ARMOR + SHIELD + PARRY/DODGE.

- Block a "Critical", by rolling as many 6s as attacker rolled, or take damage:
- Critical Damage Dice to roll = Number of 6s rolled for the ATTACK.
 - Plus 1 die for C Weapons or Plus 2 dice for D Weapons.
 - Minus the number of dice the defender rolled when he tried to block the critical.
 - Roll dice and total them. Then add weapon's "Crit Bonus". See "Critical Damage Table".

Luck Dice

Put dice here, totalling your remaining Luck Dice

Heal Dice

Put dice here, totalling your remaining Heal Dice

Ammo Tracker

Put dice here, totalling your remaining Ammo

Ammo Tracker

Put dice here, totalling your remaining Ammo

Heal Dice

Put dice here, totalling your remaining Heal Dice

Luck Dice

Put dice here, totalling your remaining Luck Dice