

Quick Start - Attacking and Defending

- Declare which weapon, and if you are throwing it. Also declare if you are attacking "normal", "berserk", or "defensively". If you are throwing your weapon, update your "Ammo Tracker".
- Average your ATTACK skill and WEAPON skill (round down). Start with this many dice.
- If throwing your weapon, add more dice for your weapon's "Throw Bonus".
- If attacking berserk add 1 more die
- If attacking defensively, subtract 1 die.
- Declare any Luck Dice and add them in using a different color for Luck.
- Roll all the dice at the same time. Consult the "Attack Table".
- If you hit your opponent, he now gets a chance to try to block it. See "Attack Table".

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|----------------------|----------|---|-------------------|------------------------|-------------------|------------------------|-------------------|------------------------|--|
| Attack Table | | (1) Roll your Attack Dice. The highest number you rolled was: | | | | | | | |
| | | 3 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: | | | | | | | |
| Weapon Class: | A | | 1 | 1 | 2 | 2 | 3 | 3 | Critical Strike! count the number of 6s Wpn Bonus: C+1 D+2 |
| | B | Your Attack 'Whiffs' (You Completely Missed) You lose Parry/Dodge dice when your opponent attacks back. | | | 3 | 3 | 4 | 4 | |
| | C | | | | | 5 | 5 | | |
| | D | | | | | | 7 | | |
| | | Will a successful hit stun? | Stun | | Stun | Stay Stunned | 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 | 6-6-6+ | |
| | | 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. | | | | | | | |

- If you hit your opponent and he did not block it, subtract the specified amount of damage from his health on the "Health Tracker".
- If you 'Stun' your opponent, he is stunned until the end of your next turn (unless he is able to FOCUS on his turn). If opponent is already stunned, 'Stay Stunned' is the same as "Stun".
- If you rolled a 1, 2, or 3 on any Luck Dice, you lose those Luck Dice for the rest of the battle.

Block a "Critical", by rolling as many 6s as attacker rolled, or take damage (see Critical Damage Table)