

## **Example Of Play**

### **Set Up**

On a sheet of scratch paper make two columns. Put Blackheart on top of one column and Skarr on top of the other. Beneath each name, put down 100 for their starting health. Next, determine their starting Damage Modifiers. Blackheart has a DB of +1, while Skarr has a Soak of +2. Therefore, Blackheart has a DM of -1. Skarr has a DB of +2 and Blackheart's Soak is +2. Therefore, Skarr's DM is 0.

### **Time To Fight**

First both fighters roll their initiative. Blackheart rolls two dice and adds her D. She rolls a 7 and adds her D of 11 for a total of 18. Skarr rolls a 4 and adds his D of 9 for a total of 13. Blackheart has initiative for this round.

Blackheart starts phase one by rolling her dice. She lets Skarr know that the black die will be the tens die in the fight and the red die will be the ones die. She rolls a 42 and cross references her offensive chart. The move is "Kicking And Screaming -4." After factoring in her DM of -1, Blackheart's net attack equals 3. Skarr then rolls his two dice and adds them together resulting in a 9. Cross referencing his defensive chart, this is a No Defense. Skarr's health is down to 97.

Now it is Skarr's attack. He rolls a 53 for a "Skarr Strike -5". Since he currently has no Damage Modifier, Blackheart has to defend against an attack of 5. She rolls her two dice and gets a 4. This shows a Block on her defensive chart. She blocks a net of 2 plus her Soak for a total of 4. This leaves 1 point remaining which Blackheart takes leaving her at 99 health.

Phase two begins with Blackheart rolling a 25. The result is an NA\*. If locations were in use, then she would be able to roll on the location chart for her attack. In this case, locations are not in use and the result is a free shot by Skarr. Skarr rolls a 44, for NO SURRENDER. This is a devastating 15 point attack and since it was a free shot, Blackheart gets no defense dropping her health to 84.

Even though Skarr just hit Blackheart, it is now his attack. He rolls a 43 for a "Battle Clinch -2". Blackheart rolls her defense and again rolls a 4. She again blocks 4, which is more than the attack was worth. The net total is -2, which in turn becomes a power block of 2 to Skarr. This drops Skarr's health to 95.

In phase three, Blackheart rolls a 24 for “Vengeful Punches -5 (x)”. Skarr rolls his defense and rolls a 7. Blackheart rolls one die to see if the critical results in double or triple damage and rolls a 3 for double. The total damage dealt is 8 ( $5 - 1 \times 2 = 8$ ). The (x) also means that Skarr’s Damage Bonus goes down by one for the remainder of the fight. This makes her DM also a -1. His health is now 87.

Skarr’s phase three attack is 54 for “Recoil Punch -8”. Blackheart again has a good defensive roll and gets a 10. She dodges his attack and no damage is dealt.

Blackheart rolls a 15 in phase four. This is a Power-Up and Blackheart now rolls the dice and multiplies them by each other. Her dice come up 6 and 3 for a total of 18. Since her health is at 84, she can only gain 16 health back and so she is at 100, with the remaining 2 points of health lost.

Skarr’s phase four attack is a 41 “Seasoned Slam -7 (y)”. Blackheart’s defensive rolls continue to be good and she rolls an 11. She again blocks 4 of the attack. This spoils Skarr’s chance at a critical hit, but the remaining 2 damage (remember he now has that DM of -1) do go through and Blackheart is down to 98 health.

In phase five, Blackheart rolls a 33 “Sixty Lashes -8”, but Skarr’s defense roll of 12 is a counter. Therefore, Skarr receives no damage and his offensive roll of 32 results in (FINAL VICTORY). Skarr now rolls both dice and multiplies them by each other. He rolls a 4 and a 5 for 20. He then adds 10 and subtracts his DM of -1 for a net total of 29. Blackheart now rolls two dice and adds her E to the total. She rolls a 6 and gets a total of 16. Cross referencing her roll on the top of the Primary Damage Chart to the damage the attack dealt (29) results in a KO. Blackheart is knocked out and Skarr is victorious. Had she rolled higher, she may have survived the attack and the fight would continue with Skarr taking his phase five attack.

If the fight would’ve survived all six phases of the first round, don’t forget that both fighters should roll their recovery (one die each) at the end of the round. This would then be followed with a new initiative roll and round two would commence.

Now grab a couple of fighters and try a few fights of your own!!